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GAMES

March/April 1979 $1.25

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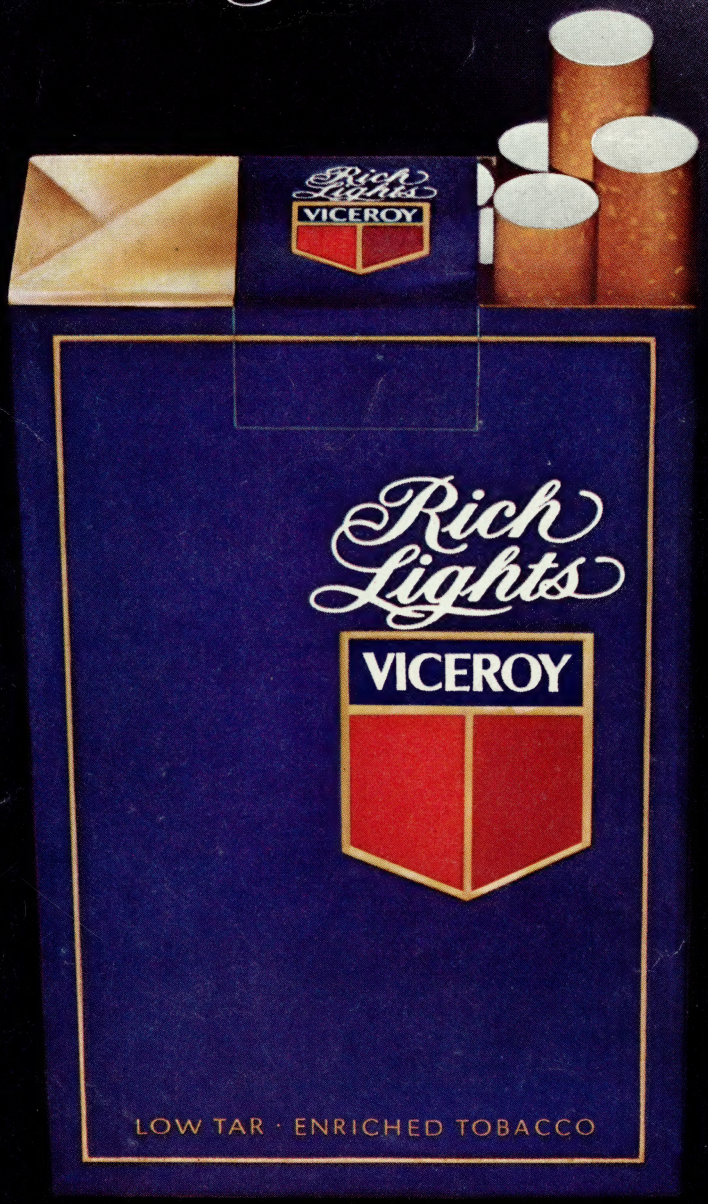
ockwell's Nostalgic Salute to April Fools:
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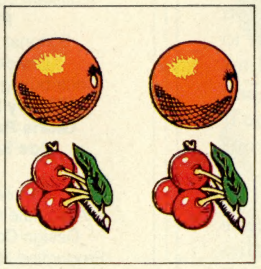
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March/April 1979

GAMES

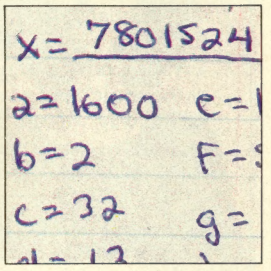
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Receptionist's Message:

Introducing the People Who Bring You Games.

Having gotten along so well together anonymously, we figure it's high time you got to know us, and we you. But since a simple handshake would never do for GAMES, we've devised a puzzle and a contest for the occasion.

First, match the following descriptions of our office crew with the pictures on the facing page. The masthead at right will provide additional information to anyone who can distinguish the eyes of an art director from the nose of an editor or the smile of an advertising representative. One additional clue: there's method in the way we've arranged the photographs; if you can crack the code, you'll know in one fell swoop who everyone is. Then turn to page 60 and tell us about yourself.

Chip is a serious Dallas Cowboys fan who smokes several cigars a day. He runs (five miles, mountainous terrain) and is married to Ronnie (see below). **Linda B.** studies sculpture and drawing, likes to garden, and has a hearty laugh. She is trying to relive her childhood by going to summer camp for three weeks each year. **Jerry** started a regional magazine and now teaches journalism two nights a week. A hyperactive, sarcastic Taoist, he writes very funny memos. **Roy** is a super salesman who's been in and around the games industry all of his adult life. Father of two teenage girls, he plays tennis and has every intention of becoming a beach bum.

Mike is a former Latin teacher who was shipwrecked in the Amazon. He has the neatest desk around, and an infant daughter with a palindromic first name. **Jan** was once lead drummer in a rock and roll band, and played Yum Yum and the bride of Dracula in summer stock. Now she runs five miles a day, hates to cook, and eats everything with mayonnaise. **Lisa** is an often disheveled, always soft-spoken native New Yorker. A champion speller, she was weaned on the Sunday *Times'* crosswords. **Jake** (John J.) is so surrounded by papers that the only way you can find him is to spot the steam from his perpetual cup of coffee. He alternates between severe diets and junk food orgies, and collects playing cards. **Karin** is the mother of two handsome boys, a mutt named Blackie, and a 1967 VW van. She likes to go camping, and eats in restaurants when she does.

Pat spent a couple of years in Vista; now she teaches Sunday School. She's a gourmet cook and never drinks on Saint Patrick's Day. **Roger** joined us too recently to be photographed. From his three-piece suits you would never have picked him as the one who followed the trail of Butch Cassidy and the Sundance Kid through South America. **Deirdre** came to us with a broken wrist (bicycle accident), and knows the difference between imported and domestic escargots. She frequents art galleries and jazz clubs. **Marty** collects masks and books, and likes to make mudpies. He studied at Black Mountain College and has more ideas than the world can ever use. **Lillian** loves the opera, ballet, and Patti Smith. She's addicted to chocolate and tap-dances while she washes dishes. **Wendy** satisfied her desire to be a veterinarian by working as surgical assistant to one for a year. Now she shares a loft with four cats that she picked up on the street. **Reba** used to teach elementary school. She likes numbers, dancing, and clothes, and has a Maltese puppy named Boggle.

Rosella does lithographs, great Lily Tomlin imitations, and calisthenics to disco music. She doesn't like to be called Rosella Rosella Della, but we do it anyway. **Shelia** was once a disc jockey in Machias, Maine. She likes things "Felix Unger" clean, and really loves cooking and a guy named Eric (whom she recently married). **Hugh** is a relic of the European War and the foreign service. He's a Renaissance man whose fastidiousness keeps our Laundry Basket from overflowing. **Wayne** used to be a practicing lawyer who carried several games in his briefcase. He believes in reincarnation, and will play Tai Shogi anywhere, anytime, against anyone willing to play a game with two thousand moves. **Will** was born and raised on an Indiana horse farm. He got a college degree in enigmatology, plays Chinese-style ping pong with a wicked backhand, and bicycles eight miles a day.

Ronnie kept the office in fresh vegetables all summer from her Woodstock garden. She likes crawfish and a good massage and is married to Chip (see above). **Carmen** is the office "White Tornado"—she works at a pace that would tire Road Runner. She's a travel agent on the side, and is often flying off to some exotic place. **Linda V.** bowls 176 when she has a bad day at the office; when she has a good day she bowls 106. She's known to some of us as the "candy lady," and as Mom to four-year-old Tonya. **Phil** moonlights as a lighting technician for a rock and roll band that lost 24 out of 25 softball games last summer. The most even-tempered among us, he handles crank calls and picks up the lunch tab the day before pay day.

Pat McCabe

GAMES

March/April 1979
Volume 3, Issue 2

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Can You Match Our Names With Our Faces?

Pictured below are twenty-four people, described on page 4, who help perpetrate this magazine. If you can read our faces, or piece together the other clues on these pages, you should have no trouble figuring out who's who. Answer Drawer, page 61.



photos by Ken Robbins

LETTERS

Jawboning With Partwords

As a word-game enthusiast, I was intrigued by George Bredehorn's "Partwords" (Puzzle School, November/December). However, any low*bo*rn plow*boy* could ja*wbo*ne with a tow*bo*at co*wboy* and come up with "low*boy*." How*be*it not listing "co*wbell*"?

A mo*bst*er might a*bst*ain from citing "We*bst*er," but an a*mph*ibian ny*mph*et suffering from pe*mph*igus could triu*mph* with an a*mph*ora of a*mph*oteric ca*mph*or and plenty of oo*mph*.

Oh, well. "So*ftn*ess," as the southpaw pitcher said, "is sometimes better than le*ftn*ess."

Josh Fletcher
Bethel Park, PA

NAISNIENLGELTETWEORRSD

I worked for a half hour on the obvious type of solution to Martin Gardner's Brainteaser #5 (November/December) before I realized that you were playing tricks again. I finally discovered that it was the 11 letters in the words NINE LETTERS that were to be crossed out, giving me, at last, A SINGLE WORD.

Scott Richardson
Springfield, MA

The Hidden Ball Debate

Having been a Black Box aficionado for some time, I read with alarm the review of that game (November/December, Games & Books). Wayne Schmittberger describes the "hidden ball" capability of the game as a "flaw." I have played the game a good deal and find the hidden ball situation to be a hindrance to good scores rather than a help. Generally, the more complicated the atom configuration, the *easier* it is to decipher!

John R. McGinley
New York, NY

Wayne Schmittberger replies: Eric Solomon, inventor of Black Box, has demonstrated mathematically that configurations containing a "hidden ball" do in fact score slightly worse for the hider, on the average, *than completely solvable configurations. But in a short series of games, a weaker player can make use of the "hidden ball" trick to inject into the contest a random element which a stronger player's skill might not be able to overcome. And while the relative importance of chance in a game is a matter of taste, it seems to me to be appropriate for a game of logical deduction to pose problems with unique solutions.*

Bored-er Lines

Inspired by your list of ennui-induced retirees, I prepared a short list of professional or occupational *pairs* that might have suffered from the same or similar tedium. It's time to retire if: you're a college professor or a bricklayer and you're mortarbored; you're a basketball player or a masseur and you're backbored; you're a hunter or a Monopoly player and you're gamebored, to name just a few.

After being subjected to the foregoing, my wife professed to feel like a retired undertaker, in her phrase, "stiff bored."

A.R. Compain
Nahunta, GA

Sounds like it's time to go back to the drawing bored.—Ed.

Westernized Shogi

I noticed with great interest your timely article, "Will Shogi Replace Chess" (September/October, Gamebits).

You may not be aware that there is an unviolated, but totally Anglicized, version of shogi shortly to come on the market. The modified version entirely eliminates the major obstacles of having to learn the Japanese characters marked on the game pieces and committing to memory the peculiar moves each piece is permitted to make. In short, the westernized version is played precisely according to the traditional Japanese rules, but it is readily playable by anyone.

John D. Jameson
Duncan, British Columbia

Westernized shogi sets of two types are already available from The Shogi Association, P.O. Box 77, Bromley, Kent, United Kingdom. £8.50 per set for pieces and folding plastic board, and £7.50 per set for pieces and vinyl board. Surface mail to the U.S. costs an additional £2.50; airmail costs £3.50—Ed.

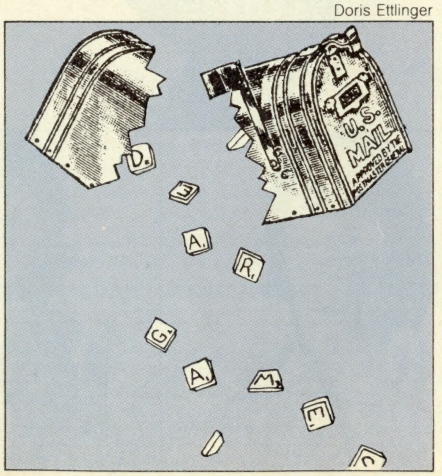
One Down and a Cross Reader

Off with your head(s)! Well, I'll settle for the one belonging to the dastardly villain who omitted the British crossword from your last issue (January/February). Please reinstate the irresistibly horrible monsters/punsters to their rightful place in Pencilwise.

Peggy Tao
Stanford, CA

Nostra culpa! *See page 25—the puzzle's back.—Ed.*

Doris Ettlinger



YOWIE Betters WITEN by Six

Received my first issue of your publication and enjoyed it very much. Particularly pleasing was the coverage given to Scrabble (September/October). In the annotated game, Goldstein's sixth play could have been YOWIE (at 04-8) for 33 points (6 more than WITEN's 27), and a superior leave (WIT versus WIO).

Daniel Pratt
Laurel, MD

Pratt placed second in the tournament.—Ed.

Words on Word Row

I enjoyed "Invisible Letters" (Word Row, January/February), and I was wondering how I could subscribe to *Word Ways, The Journal of Recreational Linguistics.*

Dan Kelly
Augusta, ME

We suggest you write to Word Ways, *Spring Valley Road, Morristown, NJ 07960.—Ed.*

Eyeballs Bent

Come on guys! A scraped peanut butter jar looking like something out of *Macbeth* was marginal but now. . . A stack of teaspoons? A firehose—that could be anything from towels to corduroy pants—O.K., I'll give you those! But I'm still waiting for the slide tray and straight pins to stare me "brazenly in the face!" (November/December).

Don't misunderstand, I'm not against dropping the clues or tougher Eyeball Benders but at this rate by 1980 I'll have to brush up on subatomic particles.

Evan Eyestrain
(a.k.a. Jim Lichtman)
Palm Desert, CA

Crackerjack Reviews

The high quality of original games reviewed in your pages ensures me as a subscriber to GAMES for years to come. I've seen some games in stores (at deadly prices) that ought to be packed as prizes in boxes of cereal. When you people present a game to your readers it is worth the price.

On the basis of your review (July/August, Game Chest) I purchased an Epaminondas set. The set's physical beauty is breathtaking; its solidity and aesthetic appeal matches the honest craftsmanship in fine Oriental Go boards and pieces.

Terry Ghetti
Penetang, Ontario

Henpecked Henny?

In "Match Wits With Henny Youngman" (January/February), when somebody asked him, "Henny, do you like bathing beauties?" and he answered, "I don't know. I never bathed any," maybe Henny's wife was listening. If you asked me, I'd respond, "Yes, and I like drying them too!"

Edgar L. Schambach
Metairie, LA

Missing Gems

I've been beating my brains out for over an hour trying to figure out how "yellow pearl pair" is the answer to "Sleuth" by Sid Sackson (January/February). With the evidence stated, blue opal cluster, green opal solitaire, and green pearl solitaire are also not accounted for.

Mrs. Randall K. Little
Vicksburg, MS

Although not all the gem types can be located with certainty, the information given is sufficient to prove that none of the players owns the yellow pearl pair. Since there is only one missing piece of jewelry, yellow pearl pair must be the one.—Ed.

LAUNDRY BASKET

The rules of the game—it is a game, isn't it?—are: If a reader finds a mistake that affects the play of a game, or a significant error of fact, and we agree that the slip needs to be laundered, we'll publish the first or most entertaining letter that points it out. If we publish your letter in the Laundry Basket, we'll thank you with a GAMES T-Shirt.

Mistakes: November/December

★ If a "laborer of yore" could be a "sea eagle," who knows what "hereditary units" could be? The solution to that poser is found in "Your Pockets May Jingle," page 27. The last letter of 57 ACROSS and the second letter of 54 DOWN may be an "r" to you, but if it's an "s" to the rest of us, I take a "large," please.

Bob Sarfaty
New York, NY

January/February

★ In the explanation of the perfect Nim strategy (Answer Drawer, page 61, for "Games Mathematicians Play"), you committed a most egregious error. In the surprising statement "10 = 111 = 101," the first equals sign should have been a (special Nim–addition) plus sign.

Paddy Smith
Bridgewater, NJ

★ Either the rules of Kwatro or the number of ways of winning as described on page 8 is wrong. If there are only forty-seven different ways of winning, then the four marks in a line must be adjacent, and your rule should have read: "Getting four marks in a line, with no *positions* intervening, wins" rather than "with no opponent's mark intervening."

Charles Kluepfel
New York, NY

To win at Kwatro, a player must get four adjacent marks in a row.—Ed.

★ I know both Dave Slate and *Larry* (not Peter) Atkin (no *s*), the developers of CHESS 4.7. The article containing the error was "Levy Defeats Computer, But . . ." on page 9.

Cheri Meg Ruben
Lisle, IL



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288613★ POLYDOR **10 CC** Bloody Tourists

286054★ POLYDOR **ROY AYERS** YOU SEND ME

280065 COLUMBIA **AEROSMITH** DRAW THE LINE

260737 CAPITOL **HELEN REDDY'S** GREATEST HITS

280669★ COLUMBIA **EDDIE MONEY**

257006★ CAPITOL **THE LETTERMEN** Make A Time For Lovin'

279265★ A & M **CHUCK MANGIONE** FEELS SO GOOD

275818★ ARISTA **Melissa Manchester** SINGIN'..

244459 COLUMBIA **SANTANA'S** GREATEST HITS

265447★ COLUMBIA **BILLY JOEL** TURNSTILES

276923 MCA **Roger Williams** Evergreen

283762★ MERCURY **THE STATLER BROS.** Entertainers On And Off The Record

265496★ JET **Electric Light Orch.** OLE-ELO

284968★ PHASE **Melodies from the Classics** RONNIE ALDRICH, HIS TWO PIANOS AND ORCHESTRA

252940★ CAPITOL **LINDA RONSTADT** Heart Like A Wheel

285320★ MCA **CONWAY TWITTY & LORETTA LYNN** DYNAMIC DUO

269050★ JANUS **AL STEWART** Year Of The Cat

285080★ CAPITOL **NAT KING COLE** Love Is Here To Stay

277954 ABC **STEELY DAN** AJA

288431★ EPIC **Johnny Paycheck** Armed And Crazy

288282★ COLUMBIA **MARILYN McCOO & BILLY DAVIS Jr.** MARILYN & BILLY

278648 A & M **Captain & Tennille's** Greatest Hits

266049★ CAPITOL **STEVE MILLER BAND** FLY LIKE AN EAGLE

282228 ARISTA **Barry Manilow** EVEN NOW

285668★ LONDON **MOODY BLUES** OCTAVE

285122★ CAPITOL **ANNE MURRAY** LET'S KEEP IT THAT WAY

287181★ BLUE THUMB **CRUSADERS** IMAGES

283879 COLUMBIA **BRUCE SPRINGSTEEN** DARKNESS ON THE EDGE OF TOWN

290148★ CAPITOL **GLEN CAMPBELL** BASIC

288324★ COLUMBIA **Maynard Ferguson** CARNIVAL

279133★ EPIC **MEAT LOAF** BAT OUT OF HELL

277913 COLUMBIA **ART GARFUNKEL** WATERMARK

288415★ COLUMBIA **JOHNNY CASH** GONE GIRL

274043★ COLUMBIA **(ORIGINAL CAST)** ANNIE

285742★ MERCURY **JOHNNY RODRIGUEZ** LOVE ME WITH ALL YOUR HEART

269365★ CAPITOL **The Best Of The Band** THE WEIGHT

284141★ COLUMBIA **JANE OLIVOR** STAY THE NIGHT

263400★ COLUMBIA **BOZ SCAGGS** SILK DEGREES

283135★ CAPITOL **MERLE HAGGARD** & THE STRANGERS ELEVEN WINNERS

246868 LIFESONG **JIM CROCE** PHOTOGRAPHS & MEMORIES HIS GREATEST HITS

283432 COLUMBIA **Andre Kostelanetz** YOU LIGHT UP MY LIFE

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187088 COLUMBIA **BARBRA STREISAND'S** GREATEST HITS

274928 LONDON PHASE 4 **ARTHUR FIEDLER** BOSTON POPS ORCHESTRA GREAT STRAUSS WALTZES

277962★ MOTOWN **DIANA ROSS** BABY IT'S ME

249813 A&M **BURT BACHARACH'S** GREATEST HITS

282541★ COLUMBIA **Kris Kristofferson** EASTER ISLAND

232561 COLUMBIA **ANDY WILLIAMS** Greatest Hits, Vol. 2

283168★ MONUMENT **Charlie McCoy's** Greatest Hits

275735★ EPIC **MIRACLES BY ENGELBERT HUMPERDINCK**

282673★ ARIOLA **KENNY ROGERS & DOTTIE WEST** Every Time Two Fools Collide

259184 COLUMBIA **PAUL SIMON** STILL CRAZY AFTER ALL THESE YEARS

284638 CAPITOL **HELEN REDDY** WE'LL SING IN THE SUNSHINE

267831 MERCURY **THE BEST OF BACHMAN TURNER OVERDRIVE**

277921★ KIRSHNER **KANSAS** POINT OF KNOW RETURN

285759★ MERCURY **JERRY LEE LEWIS** KEEPS ROCKIN'

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285866 EPIC FULL MOON **BOSTON** Don't Look Back

289546★ ABC **MOODS** Barbara Mandrell

288902★ ABC **THE BEST OF JOE WALSH**

279281 COLUMBIA **Paul Simon** Greatest Hits, Etc.

268383★ CTI **GEORGE BENSON** GOOD KING BAD

284497★ ARIOLA **GERRY RAFFERTY** CITY TO CITY

236885 A&M **CARPENTERS** The Singles 1969-1973

279448★ EPIC **TOM JONES** What A Night

279299 COLUMBIA **NEIL DIAMOND** I'M GLAD YOU'RE HERE WITH ME TONIGHT

254102★ ABC DOT **FREDDY FENDER** BEFORE THE NEXT TEAR DROP FALLS

239939 COLUMBIA **WALTER CARLOS** SWITCHED-ON BACH II

282558★ MCA **CRYSTAL GAYLE** I'VE CRIED THE BLUE RIGHT OUT OF MY EYES

257402 CAPITOL **GLEN CAMPBELL** RHINESTONE COWBOY

288597★ LIFESONG **JIM CROCE'S GREATEST CHARACTER SONGS** BAD, BAD LEROY BROWN

288795★ MCA **CONWAY TWITTY** GEORGIA KEEPS PULLING ON MY RING

288639★ EPIC **BOBBY VINTON** Autumn Memories

260638 COLUMBIA **CHICAGO IX** CHICAGO'S GREATEST HITS

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274902★ RANWOOD **THE BEST OF LAWRENCE WELK** 20 GREAT HITS

285460★ EPIC **JOE STAMPLEY** RED WINE AND BLUE MEMORIES

282111★ ABC DOT **Billy "Crash" Craddock** THE FIRST TIME

254912★ COLUMBIA **AEROSMITH** TOYS IN THE ATTIC

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288936★ MERCURY **HEMISPHERES** RUSH

290155★ CAPRICORN **THE MARSHALL TUCKER BAND** GREATEST HITS

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You will always have at least 10 days in which to make your decision. If you ever receive any Selection without having had 10 days in which to decide, you may return it at our expense, for full credit.

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288951★ LARRY GATLIN'S — GREATEST HITS (Monument)

288837★ BAY CITY ROLLERS — Strangers In The Wind (Arista)

283887★ WILLIE NELSON — STARDUST (Columbia)

288613★ 10 CC — Bloody Tourists (Polydor)

286054★ ROY AYERS — YOU SEND ME (Polydor)

280065 AEROSMITH — DRAW THE LINE (Columbia)

260737 HELEN REDDY'S — GREATEST HITS (Capitol)

280669★ EDDIE MONEY (Columbia)

257006★ THE LETTERMEN — Make A Time For Lovin' (Capitol)

279265★ CHUCK MANGIONE — FEELS SO GOOD (A&M)

275818★ Melissa Manchester — SINGIN'.. (Arista)

244459 SANTANA'S — GREATEST HITS (Columbia)

265447★ BILLY JOEL — TURNSTILES (Columbia)

276923 Roger Williams — Evergreen (MCA)

283762★ THE STATLER BROS. — Entertainers On And Off The Record (Mercury)

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252940★ LINDA RONSTADT — Heart Like A Wheel (Capitol)

285320★ CONWAY TWITTY & LORETTA LYNN — DYNAMIC DUO (MCA)

269050★ AL STEWART — Year Of The Cat (Janus)

285080★ NAT KING COLE — Love Is Here To Stay (Capitol)

277954 STEELY DAN — AJA (ABC)

288431★ Johnny Paycheck — Armed And Crazy (Epic)

288282★ MARILYN McCOO & BILLY DAVIS Jr. — MARILYN & BILLY (Columbia)

278648 Captain & Tennille's — Greatest Hits (A&M)

266049★ STEVE MILLER BAND — FLY LIKE AN EAGLE (Capitol)

282228 Barry Manilow — EVEN NOW (Arista)

285668★ MOODY BLUES — OCTAVE (London)

285122★ ANNE MURRAY — LET'S KEEP IT THAT WAY (Capitol)

287181★ CRUSADERS — IMAGES (Blue Thumb)

283879 BRUCE SPRINGSTEEN — DARKNESS ON THE EDGE OF TOWN (Columbia)

290148★ GLEN CAMPBELL — BASIC (Capitol)

288324★ Maynard Ferguson — CARNIVAL (Columbia)

279133★ MEAT LOAF — BAT OUT OF HELL (Epic)

277913 ART GARFUNKEL — WATERMARK (Columbia)

288415★ JOHNNY CASH — GONE GIRL (Columbia)

274043★ (ORIGINAL CAST) — ANNIE (Columbia)

285742★ JOHNNY RODRIGUEZ — LOVE ME WITH ALL YOUR HEART (Mercury)

269365★ The Best Of The Band — THE WEIGHT (Capitol)

284141★ JANE OLIVOR — STAY THE NIGHT (Columbia)

263400★ BOZ SCAGGS — SILK DEGREES (Columbia)

283135★ MERLE HAGGARD & THE STRANGERS — ELEVEN WINNERS (Capitol)

246868 JIM CROCE — PHOTOGRAPHS & MEMORIES HIS GREATEST HITS (Lifesong)

283432 Andre Kostelanetz — YOU LIGHT UP MY LIFE (Columbia)

283499★ JANIE FRICKE — Singer Of Songs (Columbia)

187088 BARBRA STREISAND'S — GREATEST HITS (Columbia)

274928 ARTHUR FIEDLER — BOSTON POPS ORCHESTRA GREAT STRAUSS WALTZES (London Phase 4)

277962★ DIANA ROSS — BABY IT'S ME (Motown)

249813 BURT BACHARACH'S — GREATEST HITS (A&M)

282541★ Kris Kristofferson — EASTER ISLAND (Columbia)

232561 ANDY WILLIAMS — Greatest Hits, Vol. 2 (Columbia)

283168★ Charlie McCoy's — Greatest Hits (Monument)

275735★ MIRACLES BY ENGELBERT HUMPERDINCK (Epic)

282673★ KENNY ROGERS & DOTTIE WEST — Every Time Two Fools Collide (UA)

259184 PAUL SIMON — STILL CRAZY AFTER ALL THESE YEARS (Columbia)

284638 HELEN REDDY — WE'LL SING IN THE SUNSHINE (Capitol)

267831 THE BEST OF — BACHMAN TURNER OVERDRIVE (Mercury)

277921★ KANSAS — POINT OF KNOW RETURN (Kirshner)

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236885 CARPENTERS — The Singles 1969-1973 (A&M)

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257402 GLEN CAMPBELL — RHINESTONE COWBOY (Capitol)

288597★ JIM CROCE'S GREATEST CHARACTER SONGS — BAD, BAD LEROY BROWN (Lifesong)

288795★ CONWAY TWITTY — GEORGIA KEEPS PULLING ON MY RING (MCA)

288639★ BOBBY VINTON — Autumn Memories (Epic)

260638 CHICAGO IX — CHICAGO'S GREATEST HITS (Columbia)

271643★ DON WILLIAMS — VISIONS (ABC Dot)

110262★ THE PLATTERS — Encore of Golden Hits (Mercury)

274902★ THE BEST OF — LAWRENCE WELK 20 GREAT HITS (Ranwood)

285460★ JOE STAMPLEY — RED WINE AND BLUE MEMORIES (Epic)

282111★ Billy "Crash" Craddock — THE FIRST TIME (ABC Dot)

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283606★ MAC DAVIS — FANTASY (Columbia)

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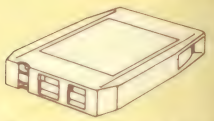
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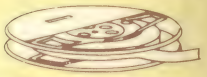
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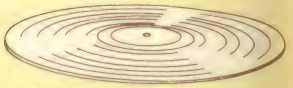
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GAMEBITS

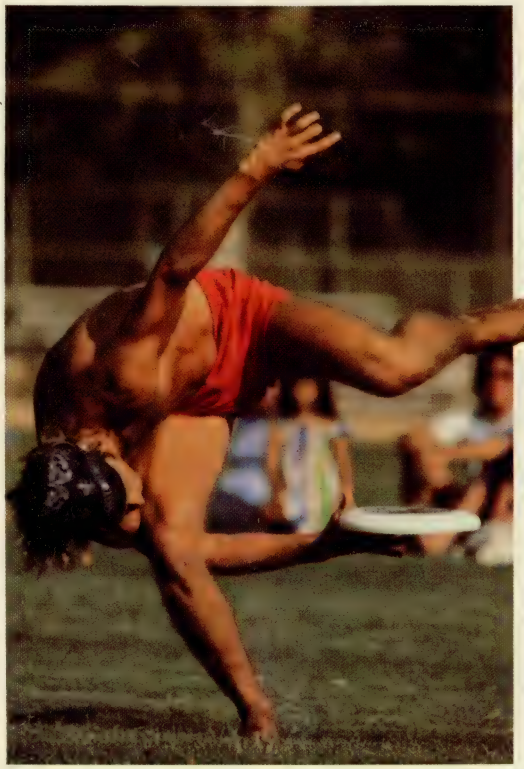


Photo by Jim Sheldon

Canadian Jim Brown demonstrates the skills which advanced him to the 1977 Freestyle finals.

FRISBEE DISC-ATHLON TOURS THE LAND IN SEARCH OF TALENT

You, too, can fling a few Frisbees in the Rose Bowl before 50,000 cheering fans (July/August, 1978 GAMES), if you make it through the qualifying tournaments which will float from California to Massachusetts between March and July. The prelims take flight March 3-4 at the University of California, Irvine, and alight, twenty-one meets later, July 28-29 in Rochester, New York. Each tournament includes two of the five events to be featured at the World Championships scheduled for Pasadena in late August.

The events are Distance, Freestyle, Frisbee Golf, Double Disc Court, and, for the first time, Self-Caught Flight, which combines Maximum Time Aloft and Throw, Run & Catch (in which the distance from launch to catch is measured). In both SCF categories the player must catch the disc cleanly in one hand for the score to count.

Points are awarded for each event according to the order of the finish, down to 30th place: first place, 30 points; second, 29; thirtieth, 1. At the schedule's end, each player's three best scores are totaled, with approximately eighty U.S. players qualifying for the Rose Bowl finals. Competitors from nine other countries (including Luxembourg and Swaziland) will also vie for overall and individual world titles and $25,000 in prize money.

Qualifying tournaments sanctioned by the International Frisbee Association will proceed from Irvine (March 3-4) to Santa Barbara (March 24-25), Texas (April 7-8), Florida (April 14-15), and Phoenix (April 28-29).

For further information, contact the International Frisbee Association, P.O. Box 970, San Gabriel, California 91776. Phone: 213-287-2257.

—Mark Danna

CHESS TOUR OF RUSSIA: IF YOU CAN'T BEAT 'EM, VISIT 'EM

Have you ever dreamed of playing chess in the Soviet Union, the leading chess-playing country in the world? For some American players that dream will become a reality next June when GAMES chess editor Shelby Lyman will lead a group to play in the U.S.S.R. on a trip arranged by Citizen Exchange Corps.

The Corps is a non-profit, nonpolitical organization which has been arranging intercultural visits to the U.S.S.R. since 1962. The tour is cosponsored by the United States Chess Federation and will be in the Soviet Union from May 30 to June 14, 1979. Participants will visit Moscow, Tbilisi, Sukhumi, and Leningrad and have an opportunity to play chess in central chess clubs, parks, and factories, as well as in the Tbilisi Chess Palace, home of the top women's team in the world. There will also be simultaneous chess exhibitions, discussions with noted chess personalities, and a visit to Soviet computer chess centers. Cost of the trip is $1,400. College credit is being arranged through Hofstra and Adelphi Universities.

To find out more about the trip, contact: Citizen Exchange Corps, 145 Hanover Street, Boston Massachusetts 02108.

—Linda Nathanson



NEW GAMES WORKSHOPS/TOURNAMENTS GEAR UP FOR SPRING

Our friends at the New Games Foundation will be on the road again this spring, sponsoring two- and three-day workshops on creative play and what they call softwar. At the end of each workshop, the participants will put on a New Games Tournament for their community. For more information on the following schedule, write to New Games, P.O. Box 7901, San Francisco, California 94120.

March 10:	Los Angeles, New Orleans, Tampa
March 17:	Phoenix, Houston, Atlanta
March 24:	San Francisco, Dallas, Charlotte
March 31:	Los Angeles, Oklahoma City, Norfolk
April 7:	Nashville, Baltimore
April 21:	Cincinnati, Philadelphia
April 28:	Portland, Oregon; Indianapolis

SNEAK PREVIEW OF MANEUVER

The skyrocketing popularity of adult strategy games has led a number of toy and juvenile game manufacturers to want to entertain the grownups as well. We were recently treated to a sneak preview of Maneuver, one of three strategy games slated for release this spring in Mattel's new adult line.

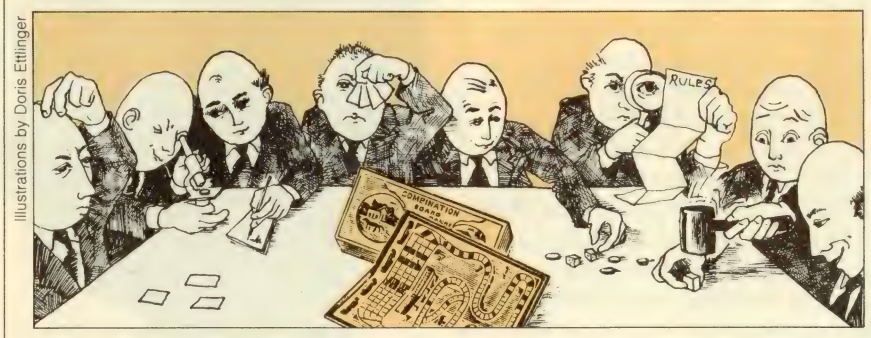
Maneuver is easy to learn and quick to play. Each player (from two to four) controls the movement of a dozen marbles of one color around a matrix of depressions in the playing board, trying to arrange them in rows of three or more. Like a bishop in chess, a marble may be moved diagonally as many unobstructed spaces as desired. What distinguishes this game from the run of the mill is its unique combination of luck and skill: there is no standard opening position for the pieces, nor are they played onto the board one at a time; rather, the box—with lid secured—is shaken to create a random configuration of marbles for the start of each game.

Our visitor from Mattel shook the box, removed the lid, and moved one of his green marbles into a line with two others right away. Our Associate Editor went next, maneuvering his weakest marble into a less awkward position. Luck had left my blue marbles scattered and isolated from one another, and I soon realized that my best plan lay in foiling the strategies of the other three players. But our Editor, moving last, gradually found a way around me. An extended silence followed as we played out our various strategies. Fifteen minutes and an oversight or two later, Editor casually pointed out that he had won, much to our surprise and our visitor's delight.

—P.M.W.

OTHELLO: CHECKING OUT THE COMPETITION

Sixteen-year-old Hidenori Marouka of Toyamaken, Japan, won the second international Othello tournament in New York City last October. Our observers described Marouka's skill as "truly awesome," and they recorded one of his games, as well as a few other problems tournament players had to wrestle with. Look for their report in the May/June issue of GAMES, and see how well you'd fare against the international champions.



Illustrations by Doris Ettlinger

THE GAMESBOARD TAKES GUESSWORK OUT OF CHOOSING A GAME

For those of you who often become frustrated by the blasted shrink-wrapping that protects new games from your scrutiny as well as your dirty little fingers, contributing editor Bernie DeKoven has one answer. He's begun a games evaluation program designed to review systematically all games on the market, excluding the more time-consuming simulations and war games.

He and his associates at the GamesBoard have devised sixty-five questions to evaluate everything from durability of parts and clarity of rules to level of player involvement at various stages of a game. The measure of any game's design and playability is reduced to a single score by three separate teams of evaluators. From these scores and written comments that cover any differences of opinion among the teams, a member of the GamesBoard writes a brief but informative review which is filed with reviews of other games of the same genre.

Each team consists of at least one or two people who have already evaluated many games, but also includes casual players. If you'd like to participate in the program, you're welcome to schedule an appointment with the GamesBoard. And if you're not within visiting distance, summary evaluations are available by mail for less than you might spend on a game that ends up on the top shelf of your closet.

For a full explanation of the program, costs, and details on how to get involved, write: The GamesBoard, RD 1355, Fleetwood, Pennsylvania 19522.

—P.M.W.

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Skirting the Law for Fun and Profit

by Richard Bueschel
and Howard J. Blumenthal

Americans have long been easy prey for the coin-operated game. And no wonder: we adore gadgets—the flashier, the better—and we love to think we're getting something for nothing. It has mattered little that, ever since their invention, mechanical games were illegal almost everywhere. Each time the law shut down a popular machine, the manufacturers went back to the drawing board and devised a new mechanism or a completely new play principle. This process—a game in itself—has gone on for almost ninety years, producing a flashy, noisy cavalcade of irresistible gadgetry.

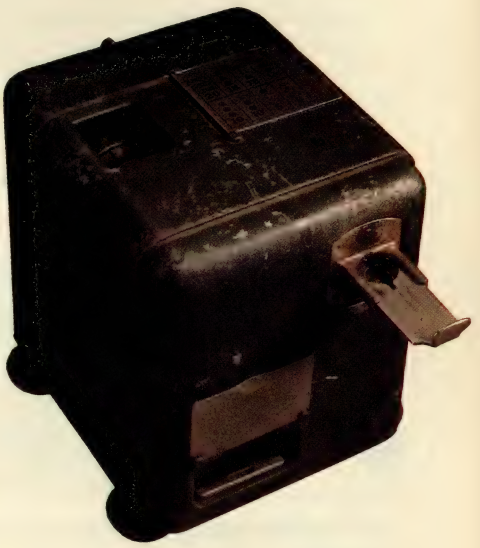
It was the Gay Nineties when all this madness started to take a firm hold. Automatic dice rollers and modified roulette wheels guaranteed players at least one cigar for every nickel played—and the chance to win a second cigar if the wheel or dice came up with the lucky number. These old saloon and cigar store machines were called trade stimulators since their ostensible purpose was to drum up business.

Between the 1890s and the 1940s simple wood or metal machines placed next to a cash register hauled in pennies and nickels by the pound when the play was exciting and the machines *looked* easy to beat. One of the most popular was the "shooter" or "target" game. You inserted a coin—usually a penny—and then whacked the shooter with your fingertip. The coin zipped into the glass-covered playing field and danced all over the place from pin to pin, finally landing in a chute that told you how many cigars or coins or sticks of gum you could collect from the proprietor. It looked easy as sin but the payout rate was slender indeed. One such game was so stacked against the player that a recorded series of over five hundred plays produced one blue winner (which paid a quarter), one white (which paid a dime), and only sixteen red (nickel) winners; everyone else got their gum and a cheap thrill.

The real fun came with the advent of mechanical games such as the early card machines. Play a nickel, push the plunger, five reels spin around to form a poker hand. Get four kings and you've won fifteen cigars; get a royal flush and you take away one hundred. Great, except ten cards on each of five drums adds up to only fifty cards; the remaining two, usually key to the high payout combinations, were strategically eliminated. It wasn't long before the law stopped action on these machines because they took unfair advantage. But there were dozens of others, equally devious, to replace them.

A turn-of-the-century trade stimulator, the Little Dream offered the player a stick of gum for each play and the chance to collect a bigger prize if the coin dropped in certain compartments. It looked easy, but the payout rate was slender indeed.





The ultimate evasion was the Vest Pocket Bell, a machine so small that it could be hidden away quicker than the police could get through the door. This one looked like a contemporary radio: a metal plate, on which the payout legend was inscribed, flipped over the reel window to disguise the machine's identity if the cops did find it.



If your fortune on the Caille Gum Vendor said "You'll have four children" it meant you could collect a four-to-one payout from the operator. For a while this subterfuge kept the law at bay.

Around 1905 a machinist named Charles Fey combined the various elements of existing mechanical games into a three-reel machine with a manually operated handle and an automatic cash payout. This is the one-armed bandit that most people think of when they think of slot machines, though the expression "one-armed bandit" wasn't used until a judge called them that in the late 1930s. The Mills Novelty Company of Chicago re-engineered Fey's machine, which he had not patented, and began marketing the Operator's Bell, an ornately wrought cast-iron beauty that soon became a classic. Mills put fruit symbols—lemons, cherries, oranges, and the like—on the reels, and for a while their machines and others like them had legal sanction under the guise of gum vendors.

Literally thousands of different slots were made, mostly of the three-reel variety. Basically, they're all the same: play a coin, pull a handle, three reels spin; when the reels stop, tiny rods behind each symbol drop into payout holes. With a winning combination the line-up of rods releases the jackpot. Odds are constant, based on the relative frequency of each symbol's appearance: with twenty symbols per reel on three reels, and only one way to hit three bars, the odds against hitting a jackpot could be as high as eight thousand to one. Gimmicks were needed not only to keep the law at bay, but also to entice players to keep parting with their coins.

Some machines featured fortune-telling strips ("Your friends will have small hearts but large stomachs" or "Mustache sports must not kiss gum chewers"), so that whatever else you got for your penny or nickel at least you got amusement. Another kind of fortune mechanism added to later machines was the "O.K." feature, which told you exactly what you'd win—next time up—if you played a coin. If the window said, "You'll be lucky in *five* minutes" you knew you'd get a five-to-one payout on your next play. No gambling here... but it took two coins to collect.

One of the most devilishly habit-forming devices of all was a counter that recorded losing plays. Ten losses in a row and the machine returned your money. Again, no gambling: if you won you won and if you lost you won. More often than not, however, you would lose eight or nine coins and then hit a three-coin winner to put you six or seven behind. Larger machines posed as music boxes, usually thumping out a John Philip Sousa march which legitimized them (value, in the form of music, received for money) and also drowned out the occasional payoff. It was all fairly simple as far as games go, but the crank, clank, and occasional coin clatter was a giant turn-on.

When the machines could not circumvent the letter of the law with vending attachments or amusement subterfuges, the selectively poor vision of the authorities might be ensured by the time-honored practice of bribery. It was called "vigorish" by the underworld types and "ice" by the other slot machine operators. Even without this cooperation, the police had to prove that the machines were in fact used for gambling, usually by sending an undercover cop to play and win—losing wasn't proof. Action on the slots was so fast—it took less than ten seconds to play—that a single machine could easily pay for itself in a month and pay the store rent ever after. Within a few months, the manufacturers had another gimmick ready and they were happy to throw the old machine to the law and order boys.

In the twenties, machines began to bustle with graphics and animation. Floor machines came back in the thirties, and they were larger and more complex than ever before. The classic of the period, and one of the most exciting machines to play, was



There was nothing to evade the law on this beautiful Watling Rol-a-Top, but plenty to protect the operator. The escalator window at the top showed the last eight coins played, so the operator could see if slugs were being used. Each time a coin dropped into the escalator it forced the bottom coin into one of the jackpots. But if both jackpots were full, which they often were, the bottom coin dropped into a secret cash drawer known only to the operator.

A quarter bought you five rolls of mints and a chance to "try your skill" at catching the reels in a winning combination. The mints were so unpalatable that few players bothered to take them. As for the three "skill" buttons that stopped the reels, they provided only the illusion of control.



Paces Races. Its electrically powered mechanism was pneumatic, operating like a player piano, with a long perforated roll setting up the race and controlling the speed of the seven cast-metal horses. Smart players memorized the massive paper roll—it was called "charting"—and played the right horse at the right time. But even the most skillful charters couldn't control the odds reel that varied the payout rates during the race. Purely a betting man's machine, Paces Races got around the laws by staying mostly in private clubs of which even the sheriff was a member. Some models had a clandestine payout drawer activated by a special switch or key. As legend goes, even the cops who knew the drawers existed could not find them, and, if they found them, could not open them.



When the classic Paces Races was rebuilt in Baker Novelty Company cabinets, it was called Bakers Pacers. This electrically operated seven-horse race had a hidden payout drawer that kept the police from proving the machine was used for gambling.

Skill gimmicks became a popular form of protection in the thirties after the courts upheld the legality of marble or early pinball games. Slot manufacturers added legalizing attachments whereby a player who hit a winning combination would have to shoot a marble into a hole in a miniature pinball game before he could collect the payout. The shots were mostly giveaways, and the proprietor could always pay off without this exhibition of skill. Another so-called skill device enabled the player to stop each reel by pressing one of three buttons; of course there was no way to stop the reels at the desired combinaton, but the players liked the added action and for a while it kept the law at bay.

The variations went on and on. Men and women pitted themselves against the machines, and the machines were pitted against the law until anti-gambling sentiment finally produced the Johnson Act of 1951, which prohibited interstate commerce in slots. Action came to a dead halt. Most of the manufacturers simply shut down, and Las Vegas became home to thousands of suddenly orphaned machines.

The restrictive laws of the past remain on the books today everywhere except Nevada and Atlantic City. In fact, so far only twelve states permit possession of slots even as antique collectibles. The cost of this nostalgic clash and clatter, by the way, can run from several hundred to tens of thousands of dollars for a restored machine. You didn't really expect something for nothing? □

Dick Bueschel is a mechanical game collector and historian, with two books on the subject to his credit, and a complete history entitled Lemons, Cherries and Bell-Fruit-Gum *(Vestal Press) in the works. Dick makes his living as the creative director of a Chicago advertising agency.*

Howard J. Blumenthal has created television/video games for Warner Communications' Qube Project, and has written for television game shows.



You've Been Talking Mechanical Game Talk.

A good many words and phrases now in common use have their roots in the world of slots and mechanical games. Some of these expressions were borne of underworld slang; others were simply created to describe a new device or phenomenon.

Go ahead, give it a whirl! When game hawkers wanted to encourage players to put their money on the color wheel machines, they'd say, "Go ahead, give it a whirl!" The phrase is used to encourage first-time experiences of all sorts.

It's a lemon. Now usually a comment on the latest from GM or Ford, this exclamation was the oft-heard cry of disappointment spoken by early slot machine players. The lemon, you see, was the only symbol that absolutely prevented any chance of winning when it appeared in the first reel position.

Gone haywire. There really was a device known as a "haywire"—it was the metal strip that connected a slot machine's mechanical assembly to the jackpot payout mechanism. Some players realized that the careful insertion of a bent fork or spoon would simulate the action of a winning play and trip the payout mechanism. The financial loss to operators from machines that had "gone haywire" was so severe that the expression survives as one that describes something that has really gone wrong.

Jackpot. Made a household word by slots, the term "jackpot" was borrowed from an old poker adage, "Two jacks or better to win the pot."

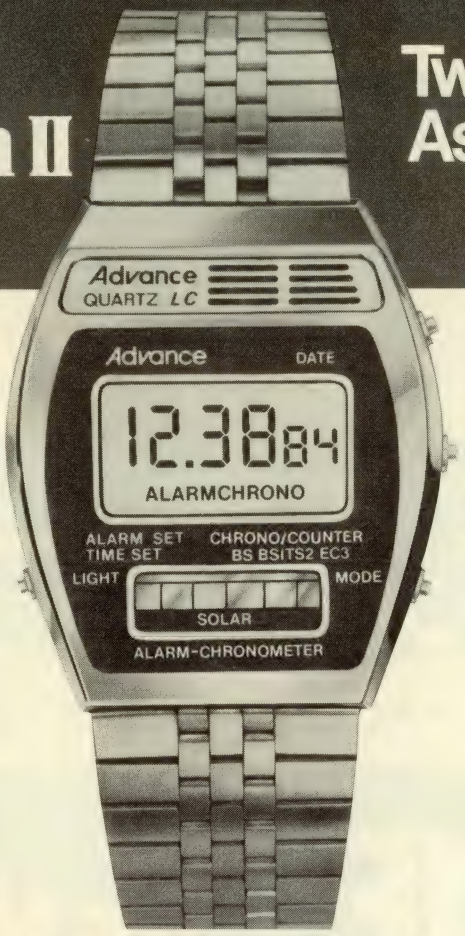
Padding. Big operators hired collection men who worked for a percentage of the take of the machines on their routes. These men were known to pocket a portion of the proceeds, jotting false figures down on their pads. Such cheating was called "padding" and the procedure hasn't changed much in style over the years as it found a home in the world of expense accounts.

Bugged. This is one slot-machine expression whose meaning has changed over the years. It began in the 1890s when operators would add weights behind the color wheels on large floor machines to prevent the wheels from stopping on high payout colors. The weights looked like beetles, and were called "bugs." A machine so gaffed was said to be "bugged." Over the years many of the mechanical cheating devices used on machines came to be called "bugs." When slots disappeared, the word was used to describe other covert activities. It was an easy transition to electronic surveillance. R.B./H.B.

photos by David Spindel/coordination by Ira Warren, Antique Amusements, Brooklyn, N.Y.

LCD Alarm Chronograph II

Twice as Good As the Original



Watch War

1. We introduce the LCD Alarm Chronograph at a $200.00 savings.
2. They copy it (fair because we copied the Seiko).
3. We make improvements and lower our price.
4. They lower their price (no improvements).
5. Now, with five major improvements the Advance II is twice as good as the original—at the original low price.

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When the alarm's set, an A appears. To check for the time, touch the alarm button.

Also, the new alarm has a warning or "executive tone." This sounds once and pauses—so only you hear it and can shut the alarm off if you want to before the regular 52 second beeping cycle begins.

Every one of these five new features is exclusive with the LCD Alarm Chronograph II. And make this watch the one you're sure to want.

Memory Bank for every mode. Which brings us to another major difference and advantage: every mode can be put into memory. For example, with the imitators you can't get the time when you're using the chronograph. It would wipe out timing of the event!



Exclusive touch button counting. (To 9,999)

Solar Rechargeable 3-year Battery. The battery in the Advance II is recharged—automatically by any kind of light. So, instead of the usual one year, you'll get guaranteed (by Mallory) 3-year battery life. And the bank of seven solar cells makes a handsome addition to the bold, impressive appearance.



The correct time all the time.

Digital Counter—for laps when you're running, golf score and more. Now, when someone asks, "What'd you shoot?" you can look at your watch instead of your score card. And it's terrific for keeping track of your laps, for counting cards, your ski runs, telephone calls, customers (daily, weekly, monthly cumulative comparisons), the people at a meeting, and in taking inventory. Touch a button to count, then store the tally in memory if you're interrupted or want to refer to the total any time after.

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Still Only $100.00

The best known LCD Alarm Chronograph, of course, is the Seiko, which regularly sells for $299.95. While Seiko pioneered in this area, its chronograph is limited and still times only to 1/10th of a second, its alarm has no reminder, its battery has to be replaced at least once a year.

Copies abound, of course. But Advance is a manufacturer in its own right. Forging ahead, building on existing technology, creating a reputation of its own for extraordinary quality, which we're sure the almost 30,000 people who ordered the first LCD Alarm Chronograph from us will verify.

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The LCD Alarm Chronograph II is still only $100.00 which includes shipping, handling, insurance and a handsome gift case. It's available in either chrome (white) or gold-plate (yellow) on a forged, hand-finished brass case. The back is stainless steel as is the band, which adjusts instantly to a perfect and extremely comfortable fit.

Then, so you can see when it's dim or you're in the dark, the face lights up.

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Timed to 18 minutes, 14 seconds and 85/100ths of a second.

1 Add time . . . the stopwatch, which you can stop (for a time-out, say) and have pick up where you left off when the action resumes.

2 Split time . . . lets you stop to get a reading (of the ¼, the ½, each contestant crossing the finish line) while overall timing continues in memory until displayed.

3 Lap time . . . gives you the time of individual segments of an event, automatically starting again from zero so you can time the following sequence. It literally splits elements that can't be separated any other way.

4 Twin timing . . . combines split time with add time so you can get the total time of an event and the times of individual portions within the event.

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Unexpected taste
Regular & Menthol

Sate With SCOTCHOGRAMS

The idea here, as with Slot Machines (page 12), is again how to get something for nothing. In this case it's how to send extra words in a telegram without paying for them. Suppose, for example, you want to send the following message: "Cannot come on account of my old man being sick in bed with a stomach ache." You will be charged for sixteen words unless you decide to write more or less phonetically (at a saving of five words): "Cannon come anaconda mold man being sicken bed with atomic ache."

The telegram messages on this page come from a book called *Sate With Scotchograms* by Jack Shuttleworth, published by the John Day Company in 1928. Among our selections you'll find messages between a gambler and his friend; marriage, birth, and vacation wishes; love notes; and a few to be saved in case of emergency.

Once you've deciphered them you just may want to try using one. (It'll make Western Union *thesaurus* company in town!) In any case, *derision* any doubt that you'll have the basics for creating the strangest greeting cards *junior* friends have ever seen. And you *odyssey* what happens *venue* start making them up yourself. □

Answer Drawer, page 61

1

OMNIVEROUS HAPPY SIAM VENOM WITH YOU DEAR LOVE ENCASES.

2

DOUGHNUT BATON THE RESOURCES AVOID TO DEVISE IS SUFFICIENT.

3

SANCTUARY MUCH FORTY TIP IVORY FORMED ATLAS.

4

DIMENSION IT OLD PSYCHIC UTAH DUNDEE SAME FOR ME.

5

CANOE SPEND THIS WEAKEN WIDOWS ENOCH COUNTRY WIRE DEMENTIA KNOW.

6

I THINK YACHT TO EVADED AWHILE.

7

HEAVEN A FRUSTRATE TIME WISH ATCHOO WERE HERE.

8

WHAT SUMATRA JAVA FIGHT.

9

CONGRATULATIONS JUSTICE MINUTE HEARD WHAT HAPPENED OVERTURE HOUSE.

10

SAHARA WING EXPERIENCE ALRIGHT.

11

LOVE ENCASES FOREIGN ICE GIRL.

12

PLEASE WIRE FORTIFY DOLLARS TOUPEE LANDLADY CHEESE CONNOISSEUR.

13

THE DEAN GAVE MITIGATE TODAY AND MOLD MANS SOURCE A PUP.

14

ARTISAN JAIL AGAIN WORMY ALIMONY YUKON TO BALAAM OUT.

15

INDISPUTABLE WEATHER FORTIFICATION.

A Knight's Tour of Arizona

Long have we marveled at the daring shapes and romantic names of Arizona's fourteen counties. For the true mappitologist, a glance at the Grand Canyon State invites vaulting leaps over an artfully partitioned gamescape. For example, a recent reverie in our atlas inspired the following problem:

1.

Beginning in any county, conduct a "knight's tour" of all fourteen counties without visiting any one of them more than once and advancing at all times only to a county of a different color from the one just vacated.

The "knight" in this problem may not move to an adjacent county, but only to a county separated from the point of origin by one (and only one) county. Thus, from Mohave (A, on the map at right), it may not hop to neighboring Coconino (B), Yavapai (E), or Yuma (G) but only to Navajo (C), Gila (F), Maricopa (H), or Pima (L), and not beyond any of these latter since passage over more than one county would be necessary. The second hop begins where the first hop ends, and so on.

2.

If that's too easy, then: Conduct fourteen different such knight's tours, each beginning from a different county and ending in a county that cannot be reached from the starting point by a legal move.

3.

And finally, for diehards: Conduct a circular knight's tour beginning in any county and returning to the original county.

This last tour, by definition, begins in any and all of the fourteen counties depending on which one is viewed as the starting point of the round robin.

Solving Tip: To simplify your task and keep track of your solutions, use fourteen numbered bits of paper to mark your knight's progress on the map. Then record the letter sequence before dismantling each solution.

P.S. Those who can't stop hopping are invited to proceed east, one more giant hop, to a map of Texas (254 counties) in any atlas. Please do not send solutions.

Answer Drawer, page 61



Illustrated by Steven Guarnaccia


UTAH
COLO.
NEVADA
MOHAVE
(A)
COCONINO
(B)
NAVAJO
(C)
APACHE
(D)
YAVAPAI
(E)
CALIFORNIA
NEW MEXICO
GILA
(F)
MARICOPA
(H)
YUMA
(G)
GREENLEE (K)
GRAHAM
(J)
PINAL
(I)
COCHISE
(N)
PIMA
(L)
TOMB STONE
MEXICO
SANTA CRUZ
(M)

ATOMIC RACE

An Original Game For Two
by Philip Orbanes

EQUIPMENT

Ten black checkers (''protons''), ten red checkers (''electrons''), and the playing board at right.

OBJECT

To be the first player to remove all ten checkers of his own color from the board.

PREPARATION

Players choose to be Red or Black in any convenient manner. Each player positions his checkers, one per circle, on the board spaces of his own color. The middle row of circles (the ''Plasma Zone'') is empty at the start of play.

PLAY

Beginning with Black, each player in turn designates one of his checkers as a ''moving particle'' (protons and electrons are collectively referred to as ''particles''). He then moves that particle from circle to circle either sideways, forward, or in any combination of sideways and forward directions. A particle may turn at right angles any number of times during a single move, but no portion of a move may ever involve backward or diagonal movement.

A particle is required to keep moving when it reaches any space occupied by either a single piece of its own color or an ''atom'' (defined below) that is topped by a piece of its own color.

A particle is required to stop on any of the following spaces: (1) an empty circle; (2) a circle occupied by a single particle belonging to the opponent; or (3) a circle containing an atom topped by an opponent's particle.

Atoms: When a player moves a particle to a space occupied by an opponent's particle, he stacks his particle on top of the opponent's. This stack is called an ''atom,'' and it may grow in size to any height by the addition of more particles in an alternating color sequence.

Moving from Atoms: Only the topmost particle of an atom may be designated a moving particle. Once it has moved, the particle that had been trapped immediately below it becomes free to move.

The Plasma Zone: No atoms may be formed in the Plasma Zone. Thus the first particle to move onto a circle in this zone will control that circle as long as it remains there, preventing the opponent from moving onto or across it.

The Escape Zones: Each player's set of particles has an ''Escape Zone,'' located on the edge of the board across from his own starting position. A particle moving from or through a circle on the row farthest from its starting position may continue across that circle and into its Escape Zone in the same move, after which it remains permanently out of play. (In fact, the only other move that a particle on the farthest row could make would be sideways, since backward movement is prohibited.) Note that by forming a continuous chain of same-color particles and/or atom tops, a player may move a particle across the entire board and out of play on a single turn.

Unbreakable Bonds: Whenever all of a player's remaining particles are trapped beneath the opponent's atom tops, that player cannot move until the opponent has moved one of the atom-topping particles. The opponent may delay such a move as long as possible (but not forever; see *Repetitions*, below).

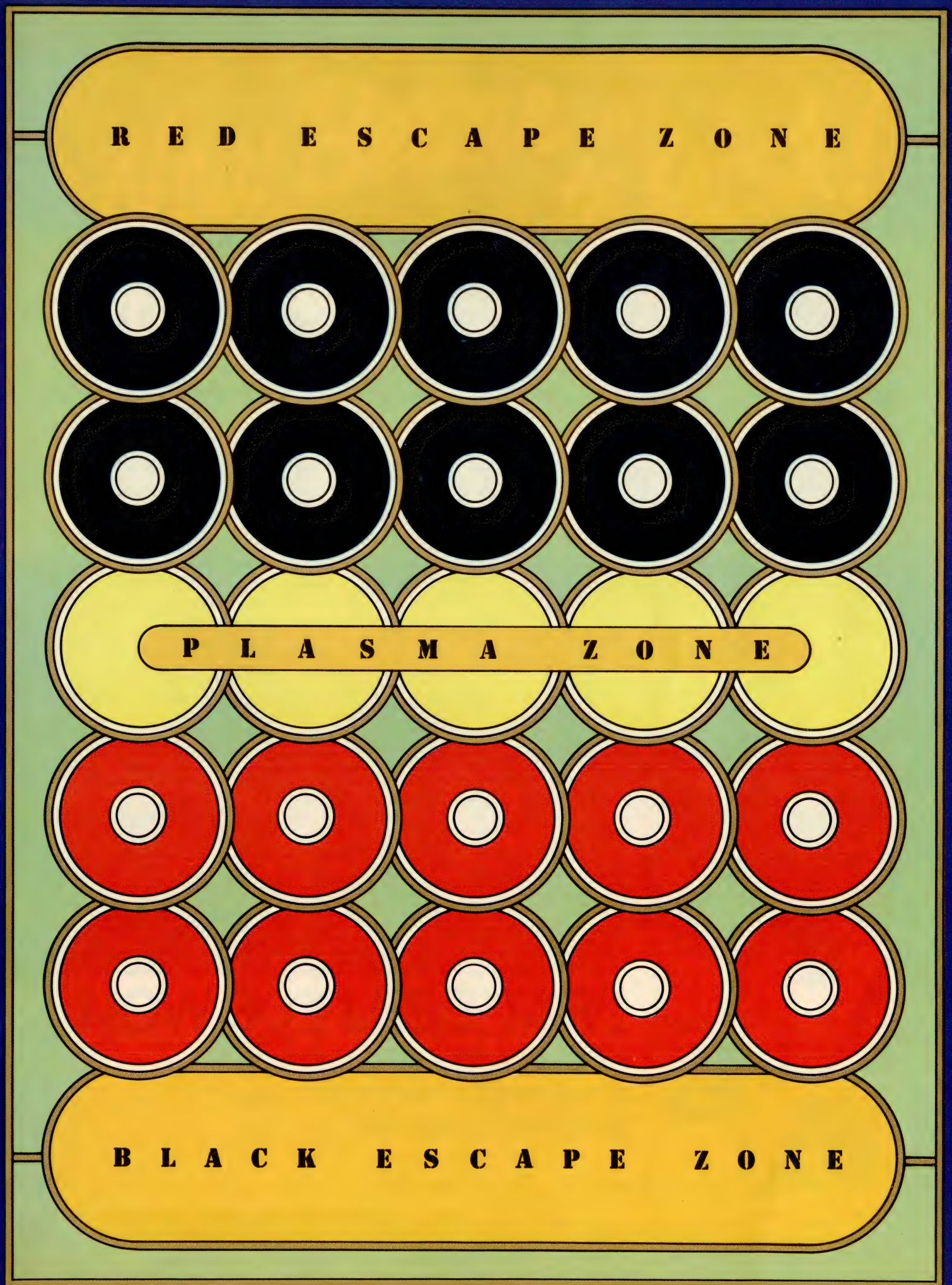
Repetitions: A player may not make a move that results in all his pieces occupying the same positions as they did on an earlier turn.

SCORING

Since this game is generally very quick to play, players usually hold a mini-tournament consisting of a predetermined number of games (preferably an even number). Players alternate moving first each game, and the winner of the tournament is the player with the most points. The winner of each game receives points for opposing pieces left on the board at the end of a game, as follows: one point for each opposing piece that remains in the row adjacent to its own Escape Zone; two points for each piece that is in the next row; and so on, with five points being received for each piece remaining on the row farthest from its own Escape Zone. The loser of a game receives no points.

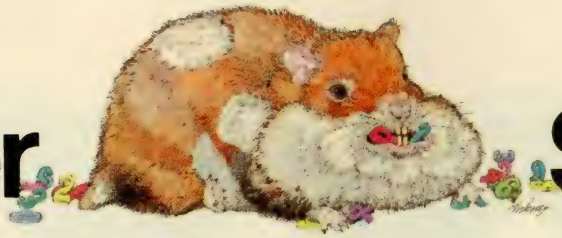
Philip Orbanes has been inventing games since he was eight years old. He is currently manager of the Games Division of Ideal Toy Corporation.

Illustration by Seymour Chwast/Push Pin Studios


RED ESCAPE ZONE
PLASMA ZONE
BLACK ESCAPE ZONE

A Games Contest

Number Stuffer

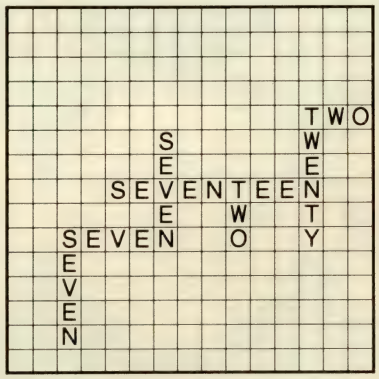


How Much Value Can You Pack In?

First Prize: Your score in York Peppermint Patties from Peter Paul Cadbury.
Four Honorable Mention Prizes: A GAMES T-Shirt.

The challenge: fill in the 15x15 grid below in crossword puzzle fashion, using only the English language names of the whole numbers from 1 to 20. Each time you enter the word ONE, score 1 point; each time you enter the word TWO score 2 points; and so on up to TWENTY, which is worth 20 points. Each of the words ONE through TWENTY may be used any number of times, but it is not a requirement to use all twenty of them. The entry with the highest total score (sum of the values of all words entered in the grid) wins.

Words may only be entered in the grid so as to read either across (horizontally from left to right) or down (vertically from top to bottom), and all letters in a word must occupy a series of adjacent boxes as in a crossword puzzle. All words must be linked to one another, either directly or through an unbroken chain of other words. No groups of two or more boxes that adjoin in a horizontal or vertical line may contain letters that do not spell one of the twenty acceptable words (that is, your completed "crossword puzzle" must contain no nonwords and no words other than the acceptable ones).



Example: 62 points

An example of an acceptable though meager entry is shown at left; its total score is $(2 \times 2) + (7 \times 3) + (17 \times 1) + (20 \times 1) = 62$.

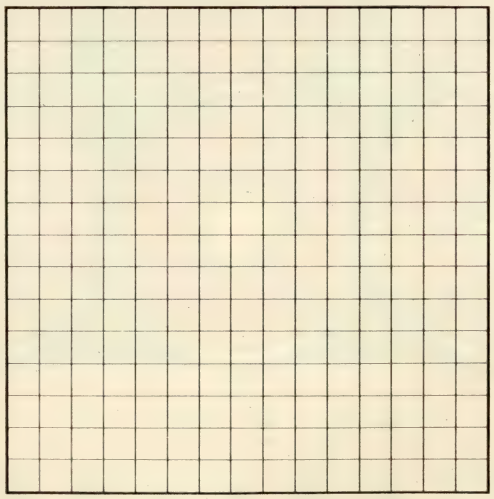
Ties, if any, will be resolved in favor of the entry containing the most ONEs. If ties still remain, these will be resolved in favor of the entry containing the most TWOs; then, in favor of the entry with the most THREEs; and so on. If ties still remain (highly unlikely, we think), a random drawing from among those tying will determine the winner.

Important: You must write your total score on the reverse side of the envelope in which you submit your entry. You may enter more than once, but each entry must be mailed in a separate envelope.

Clip or copy this entry blank and mail it to: **Number Stuffer/GAMES Magazine, 515 Madison Avenue, New York, New York 10022**

Fill in the number of different times that each word appears in your grid, multiply by the value of each word, and add to get your total score.

ONE × ____ = ____
TWO × ____ = ____
THREE × ____ = ____
FOUR × ____ = ____
FIVE × ____ = ____
SIX × ____ = ____
SEVEN × ____ = ____
EIGHT × ____ = ____
NINE × ____ = ____
TEN × ____ = ____



ELEVEN × ____ = ____
TWELVE × ____ = ____
THIRTEEN × ____ = ____
FOURTEEN × ____ = ____
FIFTEEN × ____ = ____
SIXTEEN × ____ = ____
SEVENTEEN × ____ = ____
EIGHTEEN × ____ = ____
NINETEEN × ____ = ____
TWENTY × ____ = ____

My total score is ____

Name _____ Street Address _____

City _____ State _____ Zip _____

All entries become the exclusive property of GAMES. No submissions will be returned. Void where prohibited by law. Entries must be received by April 2, 1979

Illustration by Jerry Pickney



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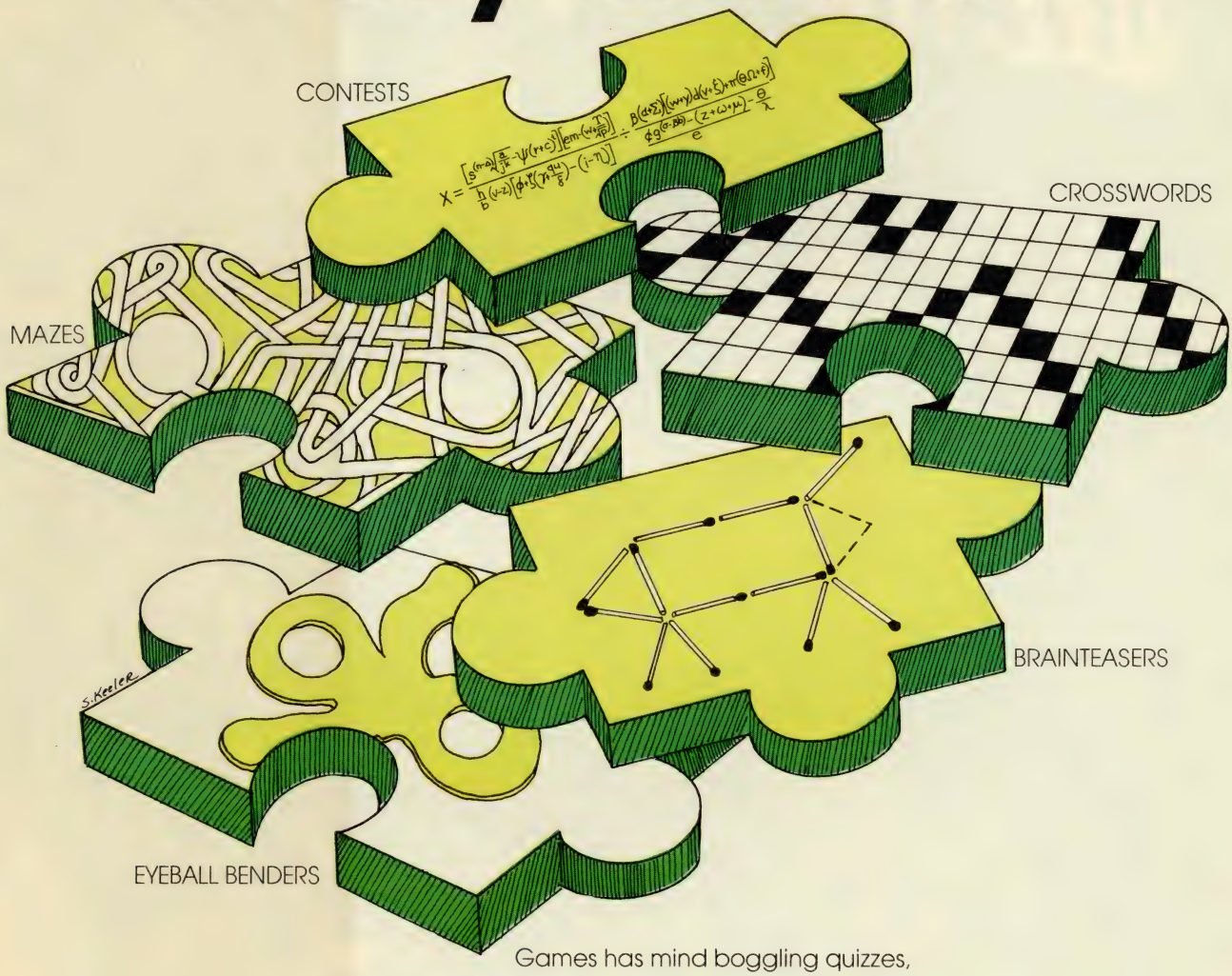


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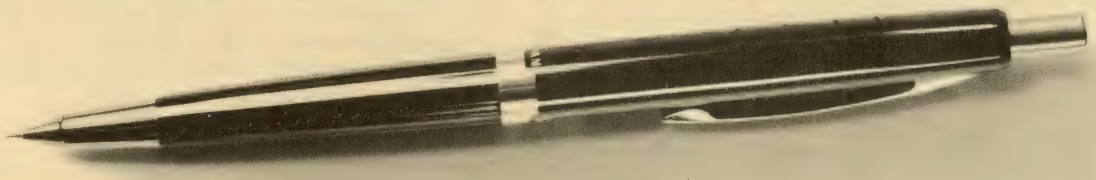
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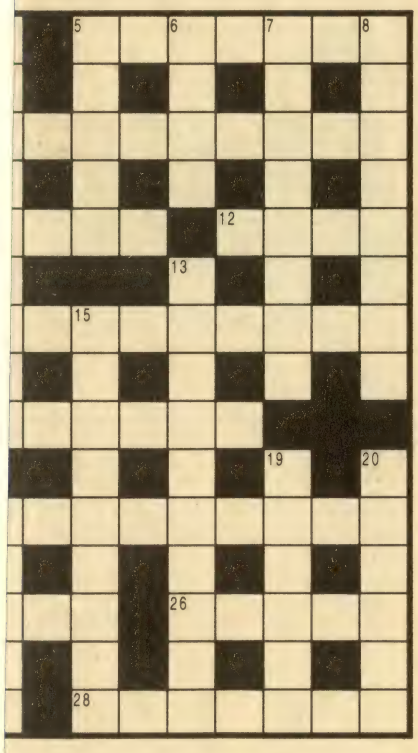
ew Solvers

ACROSS

1 A dead ringer, you might say, for the annual prize (5)
4 Change loans for the beauty parlor (5)
5 Yes, coming round at the poet (5)

DOWN

1 Put a little sodium on the pigpen—it's foul (5)
2 Send up a slab of wood (5)
3 Joins at the golf course (5)



respect (7)
28 Oddly, this leg has magical skill (7)

join (5)
24 A gem is nothing to Joey (4)

Games has a problem for every solution.

CON



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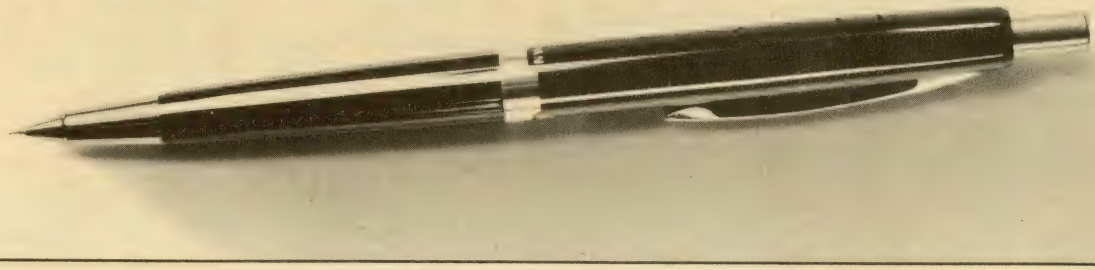
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Crossword à l'Anglaise

by Will Shortz

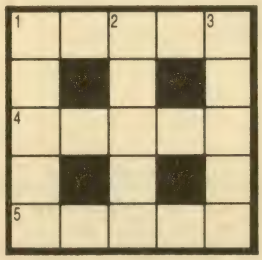
Fooled by the clues? That's the fun of British crosswords. Although they often seem ridiculous, the clues are for real and always have *two* parts: (1) A definition, or direct reference to the answer, and (2) A literal play on words, such as an anagram, pun, etc. For example, 1 ACROSS is a charade clue. "A short skirt" (MINI) followed by "mother" (MUM) give (indicated by the word "for") the answer, MINIMUM ("the lowest price possible"). The number of letters in answer words is given in parentheses.

In the warmup puzzle, you will find examples of each of these clue types: homonym, anagram, container, charade, reversal, and second definition.

Answer Drawer, Page 62

Warmup Puzzle for New Solvers

— W. S.



with detailed explanations in Answer Drawer, page 62

ACROSS

1 A dead ringer, you might say, for the annual prize (5)
4 Change loans for the beauty parlor (5)
5 Yes, coming round at the poet (5)

DOWN

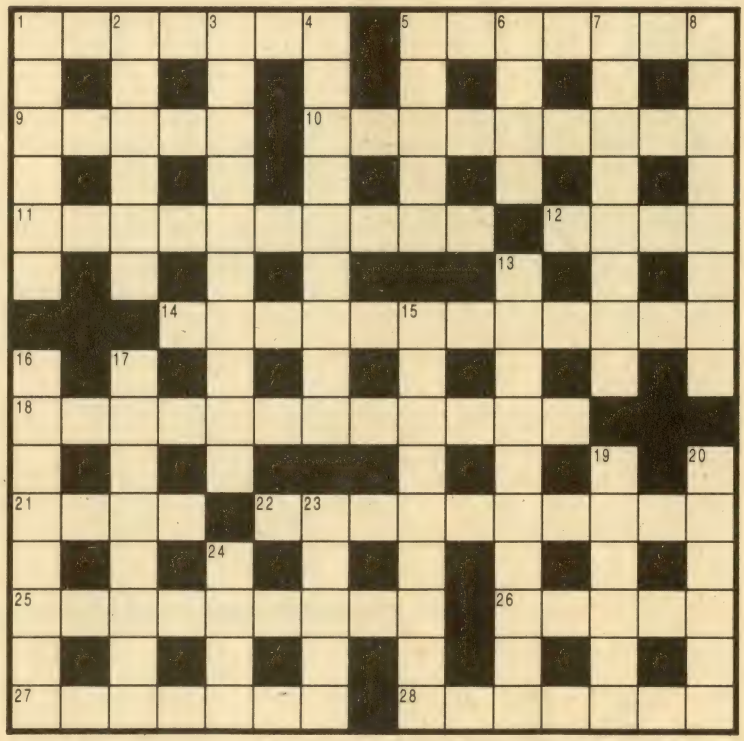
1 Put a little sodium on the pigpen—it's foul (5)
2 Send up a slab of wood (5)
3 Joins at the golf course (5)

ACROSS

1 A short skirt, mother, for the lowest price possible (7)
5 Frame Charles with sister (7)
9 Drank as the train station returned (5)
10 Learned by accident the racket's head goes into a smash shot (9)
11 Lay quiet in awful disparity (10)
12 We hear the bug took wing (4)
14 Anxious to shoot Roy Rogers' horse. Finally satisfied! (7-5)
18 British party confronts a conservative group where scientists work (12)
21 Has dinner seat reupholstered (4)
22 Transportation to the hospital's entrance, about three miles, is cheap (4-6)
25 Tell me what winners drink in an Illinois city (9)
26 Yearbook article leaves void (5)
27 Child-friend in every respect (7)
28 Oddly, this leg has magical skill (7)

DOWN

1 Some trick for showing a system of measurement (6)
2 Planes destroyed a city south of Rome (6)
3 Clairvoyant with unusual way to cook a steak (6, 4)
4 Take a second job from a Korean who preaches without much substance (9)
5 Trick headache attack, in part (5)
6 Hurt a Cuban guerrilla (4)
7 P.S. Locals will organize for seafood (8)
8 Is swayed about laterally (8)
13 Alluring pictures of dessert? (10)
15 Wyatt sharpens stereo accessories (9)
16 Yet a call comes to a scavenger (5, 3)
17 Summary of a science degree treatise (8)
19 For example, it can ring up a Christmas drink (6)
20 He shows enthusiasm to laze, perhaps (6)
23 It's part of the fun if you join (5)
24 A gem is nothing to Joey (4)



The Hieroglyphic Mystery

Reenact One of the World's Great Discoveries

by Ken Webb

Knowledge of hieroglyphics died out a few centuries after the birth of Christ. It wasn't until the beginning of the 15th century that interest in these mysterious symbols was rekindled, and they weren't successfully deciphered until the 1820s, when Jean-François Champollion decoded the Rosetta stone, a trilingual text discovered in Egypt in 1799.

Because the Rosetta stone was written both in Greek and in hieroglyphics, Champollion's approach was to look for recurring similarities between the two. He assumed that most hieroglyphic symbols were oriented more to meaning than to sound, though some symbols, he reasoned, had to represent specific sounds to allow alien-sounding foreign names to be written. (From the time of the conquest of Egypt by Alexander the Great in 332 B.C. until the seventh century A.D., Egyptian kings and queens had Greek or Roman names.)

The only name appearing in the Greek translation on the Rosetta stone was PTOLEMY, or PTOLEMAIOS, as spelled in Greek. Its position in the hieroglyphic part was known because it was enclosed within an oval-shaped figure, or cartouche.

A cartouche of PTOLEMAIOS, similar to that found on the Rosetta stone, is given here, along with cartouches for the names of other Greek and Roman personages, or their titles, which we have listed separately in alphabetical order. Can you decide which cartouche goes with which name, and deduce a partial hieroglyphic alphabet?

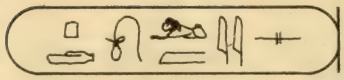
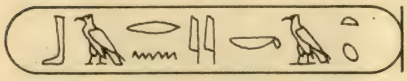
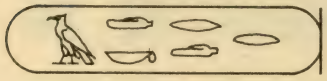
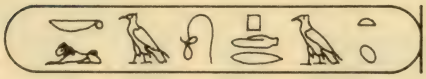
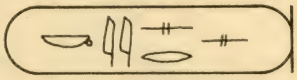
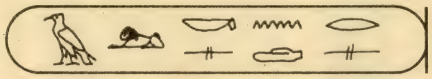
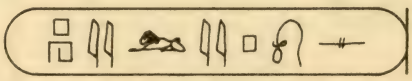
Clues

- The symbols are read from left to right. However, when one symbol appears above another, read from top to bottom and then continue to the right.
- The Egyptian spelling is not a letter for letter transcription of the names as given in their Greek forms. The hieroglyphic text tends to leave out or change vowels that appear in the Greek. The only consonant change in this puzzle is between "T" and "D."
- The names of goddesses have a special two-symbol ending in hieroglyphics. BERENIKE and KLEOPATRA, as queens of Egypt, were considered to be deities.

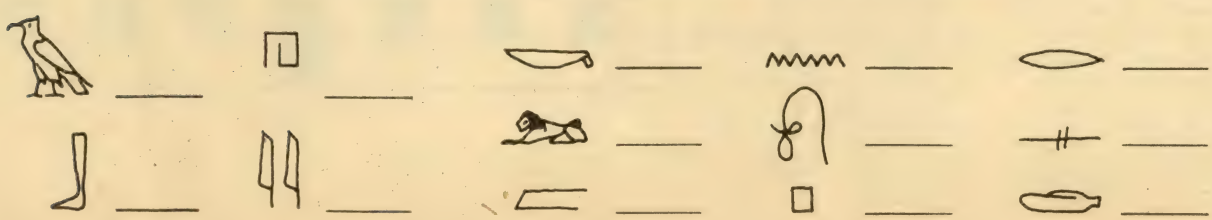
Answer Drawer, Page 62

Fill in the name that corresponds to each hieroglyphic panel.

ALEKSANDROS
AUTOKRATOR
BERENIKE
HADRIANOS
KAISAROS
KLEOPATRA
PHILIPPOS
PTOLEMAIOS

1.  _____
2.  _____
3.  _____
4.  _____
5.  _____
6.  _____
7.  _____
8.  _____

Fill in the English letter or letters which correspond to each symbol.



Mum's the Word

by William Lutwiniak

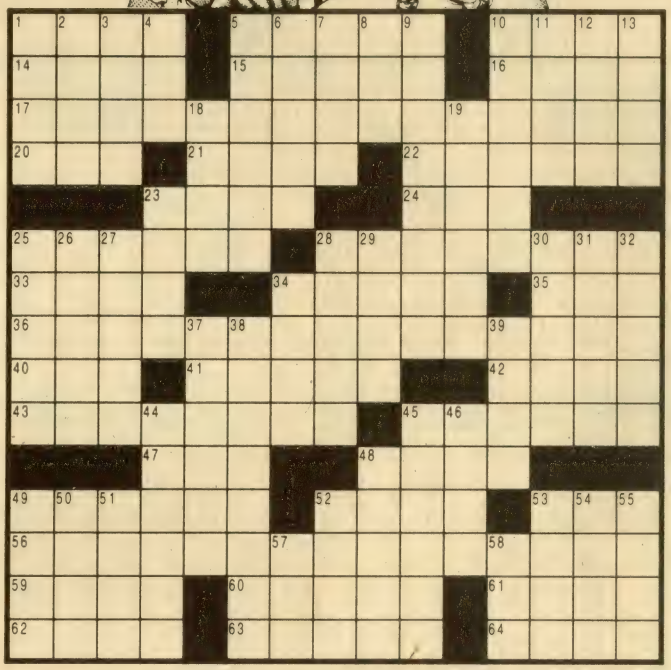


ACROSS

1 Wimbledon champion
5 Deck mops
10 "For ___ jolly good fellow": 2 wds.
14 Detective Charlie
15 The ___, Netherlands
16 Skunk's defense
17 Keeps quiet: 3 wds.
20 Female sheep
21 Above
22 Scoffs at
23 Tips on billiards?
24 Flight engineers: Abbr.
25 Papyrus or parchment document
28 Massachusetts colonists
33 The "A" in U.A.R.
34 Placed in the zoo
35 Honolulu garland
36 Keep quiet: 4 wds.
40 Polka ___
41 Queen ___ lace
42 Travel widely
43 Performing parachutist
45 Rubs raw
47 Actor Wallach
48 ___ out (tire)
49 Kind of bullet
52 Parent
53 Mexican ___ trick
56 Kept quiet: 3 wds.
59 "Two fives for ___": 2 wds.
60 ___Americano (Yanqui)
61 Oxford or loafer
62 Remainder
63 Gallant mount
64 Identical

DOWN

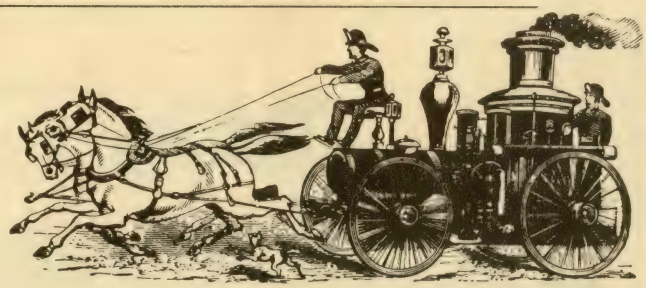
1 Dull pain
2 Third place
3 Patriot Nathan ___
4 Finish
5 Snow tool
6 Loses face, as the moon
7 Teen-___
8 School vehicle
9 Emancipates: 2 wds.
10 Adjective for Abe
11 Periphery
12 Lemonlike
13 Olympian war god
18 Stevie Wonder's music
19 Indian or lake of New York
23 Ty or Lee J.
25 "Footprints on the ___ of time"
26 Dishonest one
27 Shabby
28 Father: Lat.
29 Exclamations of disgust
30 Standoffish
31 Chutzpah; boldness
32 Teams
34 Candy stick
37 Rebuked angrily
38 Vicinity
39 Outer garment
44 Respectable
45 Unsnarled, as hair
46 Frost; rime
48 Stickum
49 Peter or Alexander
50 Appraise
51 Park and Madison: Abbr.
52 Nothing more than
53 Laughter
54 Source of nuclear energy
55 Quaker pronoun
57 ___ by a long shot
58 Double curve



Answer Drawer, page 62

Red Hot

by Gene Traub



Each of the clues below suggests a word or phrase that contains the word "red." For instance, "Old Glory" would be *Red, White, and Blue* or "Owing money" would be *In the red.*

Answer Drawer, page 63

1. Bureaucratic routines _____
2. Relief organization _____
3. False clue _____
4. "The Galloping Ghost" _____
5. Delicacy for a wolf? _____
6. First professional baseball team _____
7. Biblical waters _____
8. Poe tale _____
9. Voice of the Brooklyn Dodgers _____
10. Sherlock Holmes case _____
11. Tallest conifer _____
12. Be angry _____
13. Feminist singer _____
14. Women's magazine _____
15. Warning for sailors _____
16. Ballet movie _____
17. Russian "tourist trap" _____
18. Vigorous _____
19. Porter _____
20. Christmas song _____

A Spin in the Car

by Edith Rudy

The fifty automobile models listed below are hidden in our puzzle grid. However, the cars' names do not appear in straight lines. Instead, each name spirals either clockwise or counterclockwise around its first letter. (Successive letters are horizontally or vertically, but *not* diagonally, adjacent to each other.)

For an added challenge, try finding all fifty models without using the list.

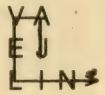
Answer Drawer, page 63

Examples:

IMPALA spirals this way in the grid:

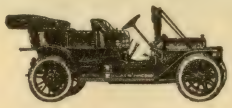


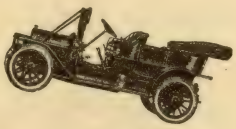
JAVELIN, on the other hand, appears:



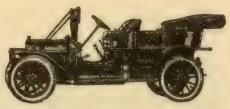
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                                O S U R C N O R C I U
                              R U C S R E G A T O S R E N N
                            P I T L A E S N D O C C O O R U N
                          O T N N C O Y W I N I L H M A D R D U
                          O E L O I R N E C E G M I A C S E T S A
                        R E B A R E K E R B I R E N R O L R A A R F
                  O R O L N T I F I C E N U S E T H D O R G D O M C T S I S
A V M O M D C L O C N D R C O B M T D N U L E A N T N T E R E R A L
G E V I N O B A T N E E P A R G N A A N A R O D I H E I T M Y A P O
L N B L A M E A I M C Z H H C E V E R G D I H O M C R A N O C L U A
O N O L C O   L A P O R Y T E R A M I V A Z O N A R T S   R O L E R
V A C E L   A   S E C V G A L G N K C E J O T O B B I   S   C E C T
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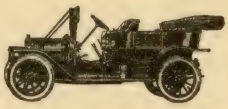


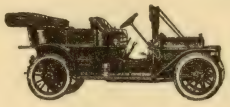


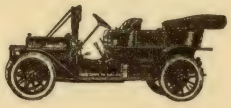
















ASTRE
BOBCAT
BONNEVILLE
CAMARO
CAPRICE

CELICA
CHARGER
CONTINENTAL
CORDOBA
COROLLA

CORVETTE
CUTLASS
DUSTER
ELDORADO
ELECTRA
FIREBIRD
FOX

GRANADA
GRAND AM
GREMLIN

HORIZON
IMPALA
JAVELIN

LE BARON
MAVERICK

MONACO
MONARCH
MONTE CARLO
MONTEREY
MUSTANG

NEW YORKER
NOVA
OMEGA
OMNI
PACER

PINTO
POLARA
RABBIT
REGAL
ROAD RUNNER

SCIROCCO
STARFIRE
SWINGER
THING

THUNDERBIRD
TORINO
TORONADO
VEGA
XKE
ZEPHYR

Engraving from The Bettman Archive

Who Gets What

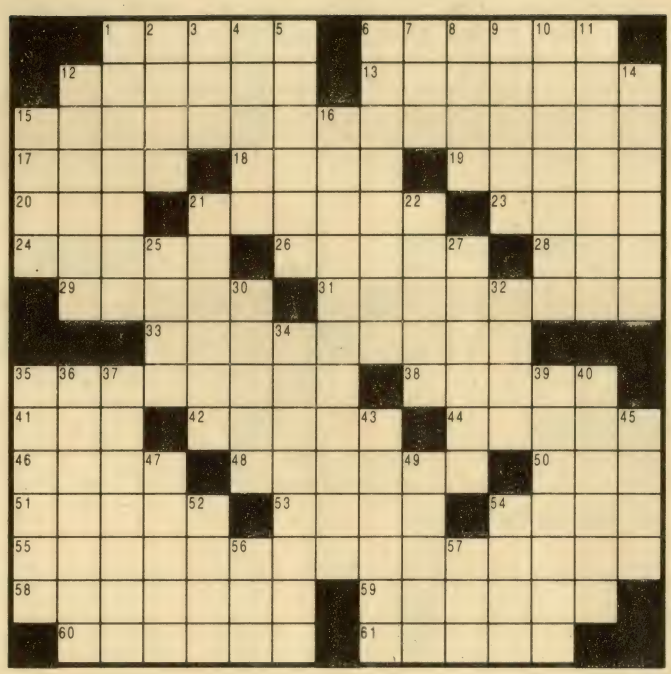
by Jack Luzzatto

ACROSS

1 Welsh ___, short-legged dog
6 Tatters
12 Truck or bus
13 Messenger
15 Start of quote by Alexander Pope: 4 words
17 Arabian Sea country
18 Tropical root
19 Arabian Sea country
20 ___ Plaines, Illinois
21 ___ as a cucumber: 2 words
23 Girl who returns a rod?
24 Guitar of India
26 Adjusted pianos
28 Viet ___
29 Nostrils
31 Perplex
33 Unmapped, like strange land
35 Made honey-sweet
38 Cut drastically, as prices
41 She raised Cain
42 Grain storage structures
44 Keep your ___ the ball: 2 words
46 Constellation, the Sail
48 Proudly feathered
50 Parisian friend
51 Betel palm
53 English: Abbr.
54 Aid in knavery
55 End of quote: 3 words
58 Put ___ on one's nerves: 2 words
59 Badger
60 Pill or writing pad
61 Trap

DOWN

1 Popular card game
2 Sign from the heavens
3 Tease
4 Foot ailments
5 Undamaged
6 Boat or beer glass
7 Garden tool
8 Precious gem
9 Misfigured
10 60th anniversary
11 A few
12 Enter: 2 words
14 Change the title
15 Signals of assent
16 Minstrels of love
21 Scenes of combat
22 Some boxers' jabs
25 In ___ (mired in routine): 2 words
27 Crossed swords
30 Emergency money
32 Date of the Normandy invasion
34 Recklessly determined
35 Gamblers' state
36 Hillary's conquest
37 Keyboard instrument struck with hammers
39 Naval stronghold: 2 words
40 "___ where . . . they have to take you in." (Robert Frost): 2 words
43 Workers in gold and song
45 Nitrogen: Comb. form
47 Acid in tone and temper
49 Green Mountain Allen
52 Russian inland sea
54 Not near
56 Compete
57 Proposed amendment: Abbr.



Answer Drawer, page 63

Number Cross

by Hollis A. Palmer

This is a crossword puzzle without words—numbers are the answers instead (a single digit for each square in the grid). Unlike a crossword puzzle, deductive logic based on a knowledge of math is needed to work out the answers from information provided in the clues. A little trial and error solving may also be necessary. (Bold black lines in the puzzle grid separate entries in the same way as black squares.)

Additional clue: there are no zeros in the completed grid.

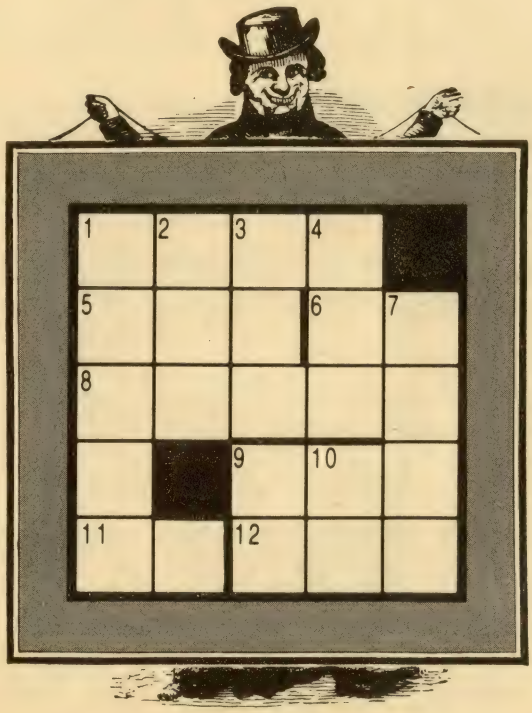
Answer Drawer, page 63

ACROSS

1 The first two digits are a prime number; the second two are the next lower prime number
5 A perfect cube
6 A multiple of the cube root of 4 DOWN; sum of digits is 6
8 The sum of the first two digits equals the sum of the last two digits equals the middle digit
9 A perfect cube
11 The square of the cube root of 4 DOWN
12 The product of 10 DOWN times 6 ACROSS

DOWN

1 A number in which each digit is one lower than the preceding digit
2 The sum of the digits is two-thirds the product of the digits
3 The product of three primes; the first 10 larger than the second; the second 10 larger than the third
4 A perfect cube
7 All even digits; each different
9 A perfect cube
10 A prime number



Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the challenge.

Clues are given in the box at bottom right to provide assistance if you need it.

Answer Drawer, page 63

1. GARDEN SPLENDOR

JWPQNA EO WJ KNECEJWH WNPEOP. PDWP'O SDU ODA ZKAOJ'P YKLU PDA LEYPQNAO KJ PDKOA OAAZ LWYGAPO.

2. THE FIFTH ESTATE

"TLLA AOL WYLZZ" PZ VBY SVUNLZA—YBUUPUN UHAPVUHS ALSLCPZPVU ZLYPLZ. PA OHZ ILLU VU AOL HPY MVY VCLY AOPYAF FLHYZ.

3. POLLUTION

JFW AWWY EDSS DUFWVDJ JFW WMVJF — EFWU JFW VWLJ FMRW OGUW GHH JG JFW AGGU DU CNWLJ GH MU NUXGSSNJWI MJAGLXFWVW. *LKIUWK *FMVVDL

4. THE PERFECT EMPLOYEE

JDW YUBIWIJ JB CWHOWYJEBA VAS BO KI WMWH YBLW EI PDWA PW OEUU BKJ BAW BO JDBIW OBHLI VCCUSEAN OBH V AWP RBX.

5. CRAWL UNDER THE BED

WS FMA NLAWUOV FMAI QFQN JUP LAJYQ JUF GWRQ GVQIQ WN J NGMIR, FMA VJCQ YQIJAUMBVMKWJ — SQJI MS GVAUPQI.

6. DO IT NOW

POUZ *LNODJABNR, LJCBVUA JQJVARB TOULOJRBVAJBVUA: "KG BSN RBONNB UP KG—JAM—KG UAN JOOVDNR JB BSN SUCRN UP ANDNO."

7. NIX ON THOSE PIX

SNJLJ POWXX WJVXL JYXYE UFLSN FWSNJ LJSEL WPWMR FHFSP XWPOS ANXUX OSNPO HFVJL FFSSN JGJMP WWPWM XKNPO SLPY

8. BODY OF WATER

NYTFX LRTMN FXDTB HTHRF XHANY TQBHA TLGTL TBMMG XFFTL NYXHG XHULB PTLMB HNYBM WIOHN LUBNB MNTHG BFTMF IHRXH AIHTG BFTQB AT

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. The three types of codes used on this page are: (1) Alphabet shift, in which cipher letters and plaintext letters are a uniform number of letters apart (as in the title of this page); (2) Reverse alphabet, in which substitutions are reciprocal—that is, if A = J, then J = A, etc.; and (3) Keyed cipher, constructed around a key word or phrase relating to the theme of the cryptogram. In a keyed cipher, if you print the cipher alphabet above the plaintext alphabet, the key word will appear plainly in the ciphertext. All remaining letters will follow the key word in alphabetical order. An example of a keyed cipher using GAMES as the key word would be:

Ciphertext: R T U V W X Y Z **G A M E S** B C D F H I J K L N O P Q
Plaintext: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Cipher 1: Plaintext word SEED appears.
Cipher 2: Word THIRTY appears.
Cipher 3: The second word in the crypt is MEEK.
Cipher 4: Look for FOR and FORMS.
Cipher 5: YOU appears twice in the plaintext.
Cipher 6: The hyphenated word is BY-AND-BY.
Cipher 7: Plaintext word BEGINNING appears.
Cipher 8: Look for the consecutive words THAN MANY.

April Fools

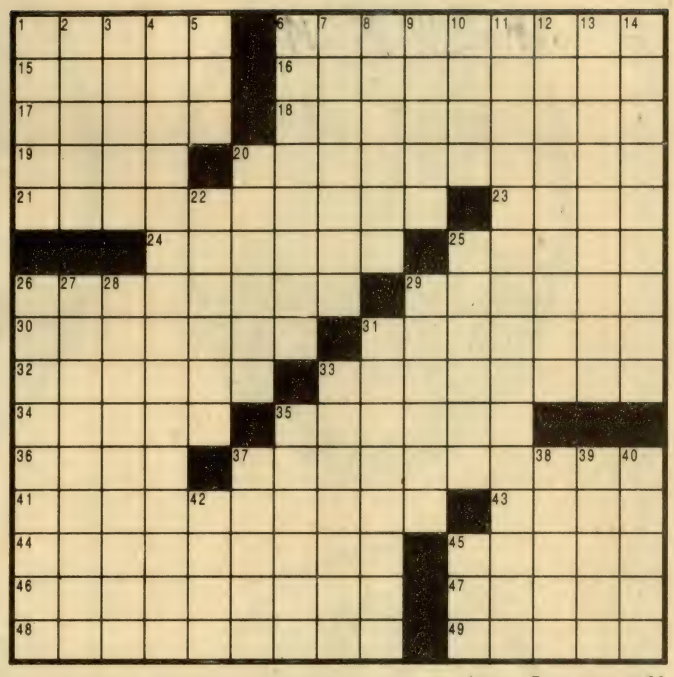
by Will Shortz

ACROSS

1 "____ to it"
6 Bestseller *The ____ Book*
15 What Lady Godiva wore
16 Opposite of something
17 What Old Mother Hubbard found in her cupboard
18 Good-for-____
19 "Here goes ____!"
20 Zero
21 ____ succeeds like success
23 To say ____ of
24 Not anything
25 Naught
26 Trifling or inane remark
29 For ____ (free)
30 Love, in tennis
31 NIGHT ON (anag.)
32 Nil
33 Come to ____ (fail)
34 Have ____ to do with
35 *Rien*
36 Answer to "What are you doing?"
37 Goose egg
41 Leaving ____ to chance
43 What amnesiacs can remember
44 *Much Ado About* ____
45 No substance
46 Absence of quantity
47 Leave ____ to the imagination
48 "Is ____ sacred?"
49 What's certain besides death and taxes

DOWN

1 What's more fun than GAMES
2 $(12 \div 3) - 2^2$
3 ____ new under the sun
4 Thanks for ____
5 Contents of the null set
6 0
7 The middle of a doughnut
8 Double or ____
9 ____ to worry about
10 Word with ventured and gained
11 Take ____ for granted
12 Bankrupt's net worth
13 Nihil
14 ". . . and ____ but the truth"
20 Utter insignificance
22 Zilch
25 "Wise men say ____ in dangerous times" (John Selden)
26 What's in a vacuum
27 In ____ flat
28 What moves faster than the speed of light
29 Know-____ Party
31 What, subtracted from itself, leaves itself
33 Better than ____
35 The emperor's "new clothes"
37 "____ doing"
38 "I have ____ to wear" (familiar complaint)
39 Nonentity
40 Leave ____ behind
42 This:
45 What to do to complete this puzzle



Answer Drawer, page 62



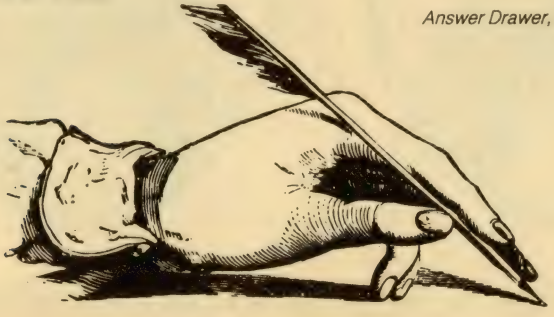


Cross-Anagram

by Sarah Bellum

Arthur Wynne, originator of the modern crossword puzzle (1913), was also inventor of the lesser-known "cross-anagram." The cross-anagram was a feature in Wynne's weekly syndicated puzzle page during the 1940s. To solve: Answer the clues, with the help of the letters provided in the grids, to discover six pairs of anagrams. Words are formed horizontally only—never vertically. Each word in grid "A" has the same letters, in different order, as the word next to it in grid "B." For example, if the clues for the first pair had been "Sheep cries" and "Farm building," the answers might have been BLEATS and STABLE.

Answer Drawer, page 63



A						
B						1
	A					2
		N				3
			A			4
				N		5
					A	6

B						
S						1
	P					2
		L				3
			I			4
				T		5
					S	6

1 Ado
2 Filed, sounded harsh
3 Christmas tree decoration
4 Narrow water passage
5 A climb
6 Former Balkan country

1 Rent again
2 Expand
3 Join, as the Army
4 Painter
5 Makes into law
6 Disease transmitted by animal bites


1.


2.


3.


7.

The Real Miss McCoy

Only one of these illustrations of Miss McCoy is an unretouched nineteenth-century engraving. The others have been altered slightly in one way or another. The sixteen imposters fall into one set of quadruplets, two sets of triplets, and three sets of twins, each set differing from the original in a single way. Match up the sets and by elimination identify the real McCoy.

Answer Drawer, page 63


8.


12.


13.


14.



4.



5.



6.



9.



10.



11.



15.



16.



17.

Engraving from the Bettman Archive

The Spiral

by A. Braine

There are two ways of looking at this puzzle—inward and outward. Solve one way with the "Inward" clues, answered by words running consecutively from 1 to 80 in the spiral. Or solve the other way with the "Outward" clues, answered by consecutive words from 80 back to 1. Answers are entered one letter per space according to the numbers beside the clues.

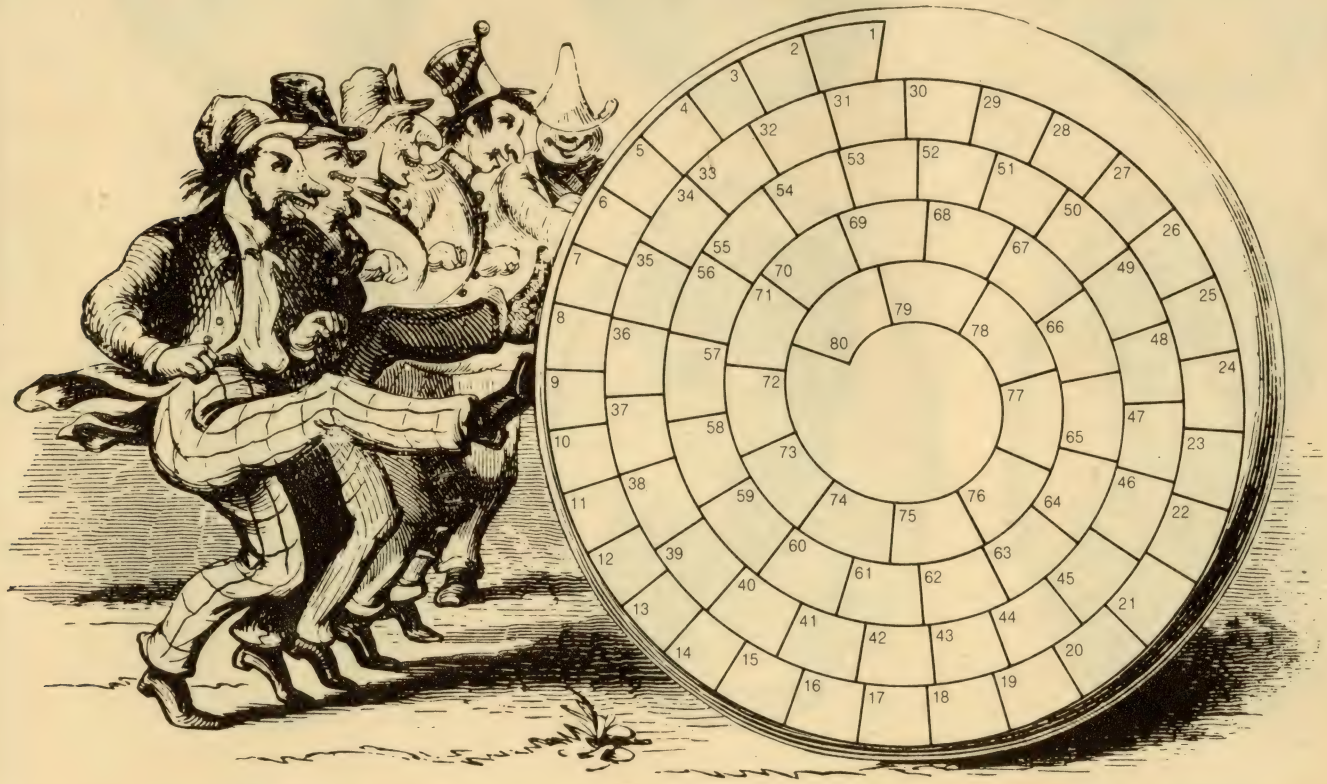
Answer Drawer, page 63

INWARD

1-4 Labor untiringly
5-11 Oval
12-17 Over there
18-23 Infuriate
24-30 One-a-day tablet
31-39 Dumbfounded
40-44 Composer Franz ____
45-51 Disorderly; unruly
52-56 Island with a lagoon
57-61 Dazzling success
62-65 Television: sl.
66-72 Sense of guilt
73-80 Horror film part

OUTWARD

80-75 Blossom
74-71 Lambs' mams
70-67 City on the Tiber
66-59 Counter-argument
58-54 Stringed instrument
53-48 Mortarboard adornment
47-43 Dance to "The Blue Danube"
42-39 Tie fabric
38-35 Abrupt to the point of rudeness
34-32 Stitch
31-23 Tending to be lively
22-15 Accumulated
14-10 English poet Alfred ____
9-6 An aspirin
5-1 Author T. S. ____



Who's Who

by Milt Hammer

Listed below are actors and actresses everyone knows. However, we have given them new "stage names" by completely scrambling the names they are famous for. (Their new names don't necessarily indicate their true sex.) Can you figure out who's who?

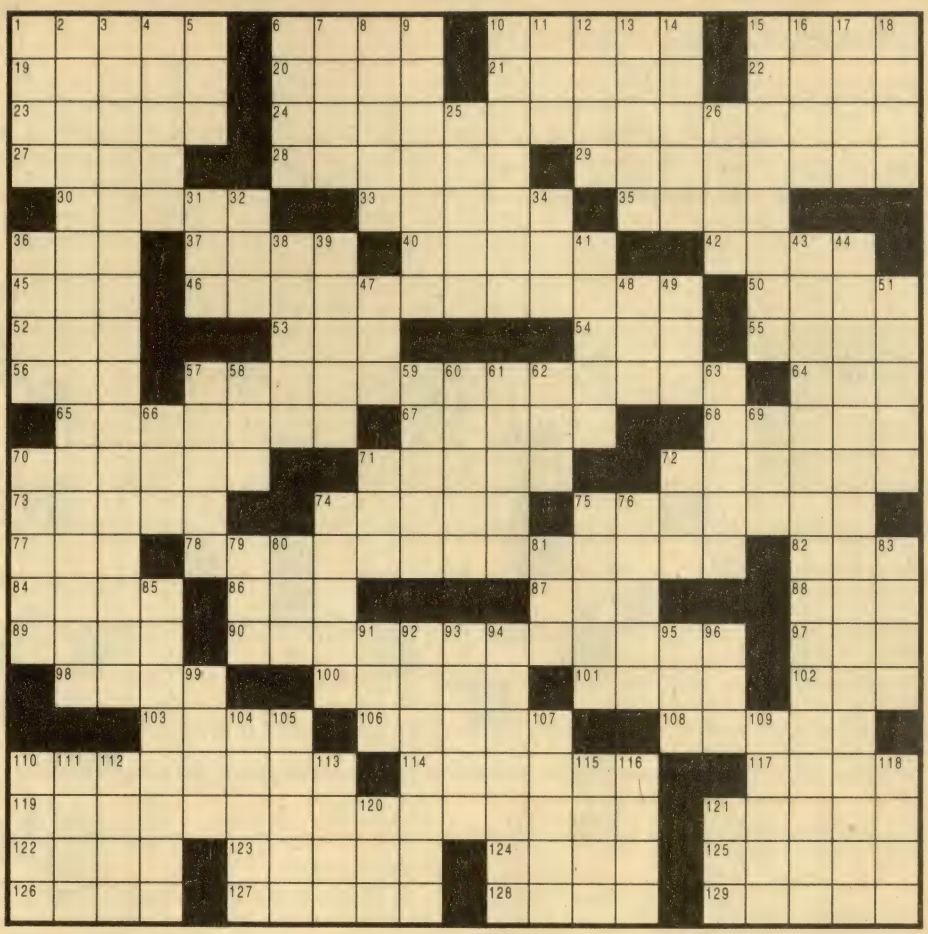
Answer Drawer, page 63

1. Joan F. Dean _____
2. Leah Sporino _____
3. Bunny Ryler _____
4. Matthew Artula _____
5. Greg Golease _____
6. Joey N. Hawn _____
7. Mark Leland _____
8. Irv Leeman _____
9. Morris Haaf _____
10. Tammie Higgs _____
11. Ronald Borman _____
12. Buster Lynrod _____
13. Terry A. Newbat _____
14. Steven Purito _____
15. Carla Wigam _____
16. Daniel Mowhill _____

Riddle, Riddle

by Jordan Lasher





Answer Drawer, page 63

ACROSS

1 Alcohol burners
6 Naysayer
10 Mine entrances
15 Pedestal part
19 Uttered profanities
20 Carbon particles
21 32 DOWN, frequently
22 Maturing agent
23 Fields of comedy
24 How did the big mountain know that the little mountain was fibbing?
27 Triumphant exclamations
28 Sinbad or Popeye
29 Insurance quote
30 Requisites
33 Shinbone
35 Outfit for Cicero
36 Mt. ____, Charley Weaver's home
37 Weaponry
40 Bridal path
42 Suffix with liquid or fabric
45 First note: Var.
46 What is worse than raining cats and dogs?
50 Sights on the Seine
52 Stop ____ dime
53 California's Big ____
54 Prior to
55 African gazelle
56 Was in the van
57 What sits at the bottom of the sea and shakes?
64 Infant
65 Tooth deposits
67 Dry
68 Tale of Andean survival
70 Slain
71 Irani or Iraqi
72 Singer Tammy
73 Make ____ (telephone)
74 Maa or baa
75 Poem with rhyme scheme ABAAABAB
77 Forty winks
78 Why did the pelican eat so many fish?
82 That girl
84 Stringed instruments, Cockney style
86 Atop, to Key
87 Colorless
88 Faeroe whirlwinds
89 Creator of Perry and Della
90 What did Delaware?
97 Ord and Dix: Abbr.
98 1984 or 2001
100 Dry: Fr.
101 Appear
102 College in Cedar Rapids
103 Choral
106 Din
108 Shish dish
110 Fluke
114 "____ ancient Mariner . . ."
117 Currency in Peking
119 What is green and pecks on trees?
121 Absurd drama
122 "Don't Tread ____"
123 Eames and Lazarus
124 Section of Italy
125 Pancho's friend
126 Lascivious look
127 Tenant's deed
128 City on the Oka
129 Uncle of Antigone

DOWN

1 Native of Tallinn
2 If you add a father, a mother and a baby, what do you get?
3 Did Adam and Eve ever have a date?
4 Insurrect
5 Glimpse
6 Sale condition
7 "____ creature was stirring . . ."
8 Namely
9 Casanova, for one
10 Casanova, for one
11 Rather or Blocker
12 Unemployed
13 Rendezvous
14 Alliance acronym
15 Spotted dog's homeland?
16 ____ Caliente
17 Skillful
18 Domesticated fish, a golden ide
25 Ferber novel
26 Aqueduct's nickname
31 Morse signal
32 Spanish Mrs.
34 According to
36 Object of worship
38 Scrooge or Marner
39 Aspersions
41 Wield
43 What do historians talk about when they meet?
44 How do you make a cigarette lighter?
47 Mr. Berlin, for short
48 Wrath
49 Jiff
51 Construction spots
57 Listing
58 Nickname for Fabray
59 European blackbird
60 Eastern Christian
61 Mower's wake
62 Cyst
63 Girl's name
66 Electrical unit
69 "____ Abner"
70 Mother of Perseus
71 Kit and caboodle
72 The Mets' Hodges
74 Whirring sounds
75 Vail transports
76 Hair treatment
79 Exclamation of admiration
80 Retainer
81 She-sheep
83 ____ *est percipi* (to be is to be perceived)
85 Beach bum, e.g.
91 Beak
92 Sky rarity
93 "I am ____ am"
94 Joshua's conquest
95 "A mouse!"
96 Singer Sumac
99 Crooner Vallee
104 Staircase pillar
105 Mythical earth dweller
107 Gravel ridge
109 "Par avion" translation
110 MP's prey
111 Tepee shape
112 Word on an invitation
113 Defunct TV series
115 Sheltered
116 Dickens girl
118 Broadway gas
120 ____ *Kapital*
121 TV's watchdog

Double Cross

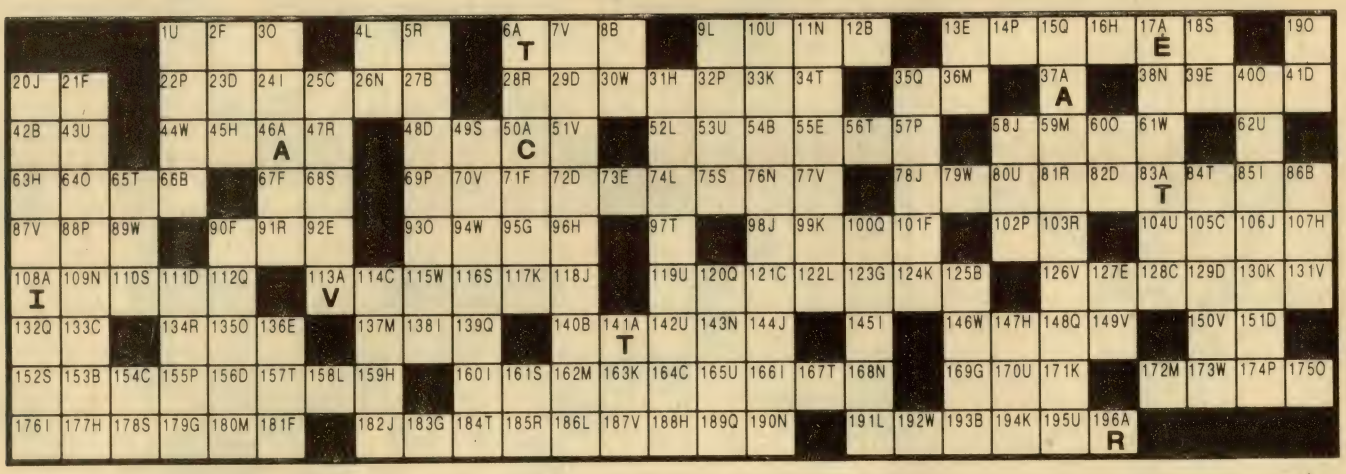
by Michael Ashley

Guess the words defined below; then transfer their letters to the correspondingly numbered squares in the puzzle grid. (When completed, the grid reveals a quotation.) The letters following the grid numbers refer to the defined words. Black squares indicate spaces between words in the quotation.

The first letters of the words filled in on the dashes, reading from top to bottom, spell out the author's name and the source of the quotation.

The defined words, as well as the quotation, can be found in the Answer Drawer.

Answer Drawer, page 63



A. Handsome; appealing A T T R A C T I V E
46 6 141 196 37 50 83 108 113 17

B. Conservative campaign plank 86 193 66 54 42 125 140 153 27 8 12

C. Money coining fee 25 105 114 121 128 154 133 164

D. Breach of an agreement or law 72 111 151 82 29 156 129 41 23 48

E. Made ineffective; nullified 55 127 13 39 73 92 136

F. Part of Hong Kong 101 21 2 71 67 90 181

G. Fixed relation; proportion 95 123 169 179 183

H. Agents 96 16 188 63 107 147 31 177 45 159

I. Island group in the West Indies 24 85 138 145 160 166 176

J. Having a glimmering light 182 20 78 58 98 106 144 118

K. Told a tale 33 99 117 124 130 163 171 194

L. Referee; authority 4 9 52 74 122 158 186 191

M. Skin painting 36 59 137 162 172 180

N. Erudite; learned 26 109 11 38 76 190 143 168

O. Gunfight term; confrontation 40 64 3 19 60 175 93 135

P. Timely; suitable 102 174 69 32 22 88 14 155 57

Q. Meanness 15 35 100 112 120 132 139 148 189

R. Waxy substance in candles 28 81 47 134 5 103 185 91

S. Capable; adept 110 152 68 49 75 161 116 18 178

T. A particular or special time 65 56 184 97 34 84 157 167

U. Professional with a camera 104 170 10 1 43 119 165 62 80 142 195 53

V. Probability 187 131 149 51 77 87 7 70 150 126

W. Type of agency for finding work 192 146 173 115 94 89 79 61 44 30

RightAngles

by E. R. Galli

The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the starting direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. Of additional help is the fact that each letter in the correctly completed grid appears in exactly *two* words, no more, no less.

For RightAngles #1, the actual words to be entered in the grid are listed and seven letters are given. But be careful—several of the words could cross those Ts in more than one way.

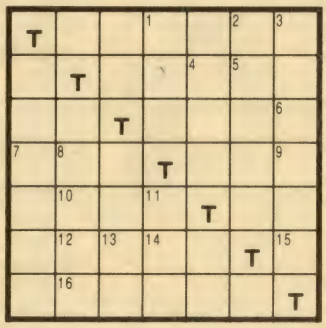
For RightAngles #2, only the definitions of the answer words are provided. (The number of letters in answer words is given in parentheses.) Note the slight bending of the rules (by another 90°) in 1E, which traverses the shaded squares.

Answer Drawer, page 63



RightAngles #1—T-Square

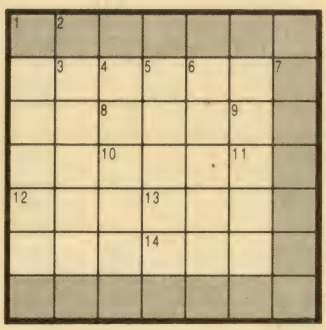
1W BLATHER
2W TABLET
3S SAW TEETH
4W TEA
5S WAPITI
6N PASTA
6W PAP
7S REMADE
8E BOTCH
9S BASTOGNE
9S BAIT
10E AORTA
11S RICH
12N HABITAT
13N COOTIE
14S INGOT
15W STITCH
16W DAME



The Bettman Archive

RightAngles #2—Sing-Along

1E Appropriate words from Meredith Willson (8, 2, 3, 6)
1S "The Chocolate ____" (7)
2S "Singing in ____" (3, 4)
3W "____ Me Tight" (4)
4N "Strike Up the ____" (4)
4E Musical count (5)
5S Remains of "Two Cigarettes in the Dark" (3)
6S "Stormy Weather" songstress (4, 5)
7W Actress ____ Storm (4)
8W "Wish You Were ____" (4)
9E Guitarist Wood of the Stones (3)
10S Singer Franklin (6)
11N Rye or corn (5)
11S "Amazing ____" (5)
12S Atomic particle (3)
13E ____, Wind and Fire (5)
14W Caruso, for instance (5)



FOLD THIS PAGE!
YOU ARE APPROACHING

The World's Most Ornery Crossword Puzzle

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and *then* turning the page. To peek or not to peek is up to you.

Answer Drawer, page 63

Misteaks

by Henry Hook

Hard Clues

ACROSS

1 Cry of surprise
4 Not so civil
9 Dress code for a party
15 Any fellow
18 Linseed source
22 Hoedown favorite
24 California county
25 "Before we gang ____ . . ."
26 Contest
27 Misdialer's apology
29 Gluts
31 Ringside cheers
32 "But now you come ____"
33 N'est-ce-____?
34 Comic prince
35 Okay
36 "____ luck?"
37 Frozen island?
39 Helicopter part
41 TV's "____ Dough"
44 Parasitic larva
45 In the cards
47 Fascine
49 Trapper's trophy
50 Kepler's concerns
54 Wolfe et al.
56 African capital
58 Ladies: Abbr.
59 Court's citing
61 Von ____, Swedish-born actor
63 Some size dresses
65 Honky-____
66 Flatter
68 Spanish dollar
70 "Foul Play" player
71 Kind of illusion
74 Not just one
77 Nat King Cole tune
79 Something to answer
83 Start of some film titles
84 Egyptian name
86 Common Market mem.
88 Military builder
89 "Thine alabaster cities ____"
92 Disgraced Japanese leader
93 Punishment
95 A proper subject, maybe?
96 Puzzle-page favorite
103 Dry's partner
104 Surface-____ missile
105 Kind of brain
106 Take ____ at (try)
107 Them
110 Brook: Ital.
111 Emulate Cobb or Wills
113 Part of the crop
116 Flora, to Cousteau
118 Librarians do it
120 Submarine
121 Bettered
123 Stern
124 Like good wine
126 Not keen
128 Head: Hebrew
129 Pre-wedding requisite
134 Authority
137 Found the trouble
140 Sally ____ (teacake)
141 Flavorful
143 Bid adieu
145 ____ glass
146 Designer Cassini
147 Parrot
149 "Good!"
151 Training: Abbr.
152 Rural area, with "the"
155 Link
157 Geometry solution
158 Tea for one, or dance with two
159 Phooey!
162 Airline employee
164 Discoverer's cry
166 "There shall be no more cakes ____?" (*Twelfth Night*)
168 Skelton's Freddie, e.g.
169 First in line, maybe
171 He missed by about 180°
174 Some small pets
175 Grazed
176 Calculated: Fr.
177 Makeshift raft
178 Askew
179 Scratch
180 Wrecks, in a way
181 Ranks contestants
182 Propounder of economic "law"

DOWN

1 Key opening
2 Non-Hawaiian
3 Perfume ingredient
4 Dale's companion
5 Like a pariah
6 One way to play

The Easy Clues for the World's Most Ornery Crossword Puzzle



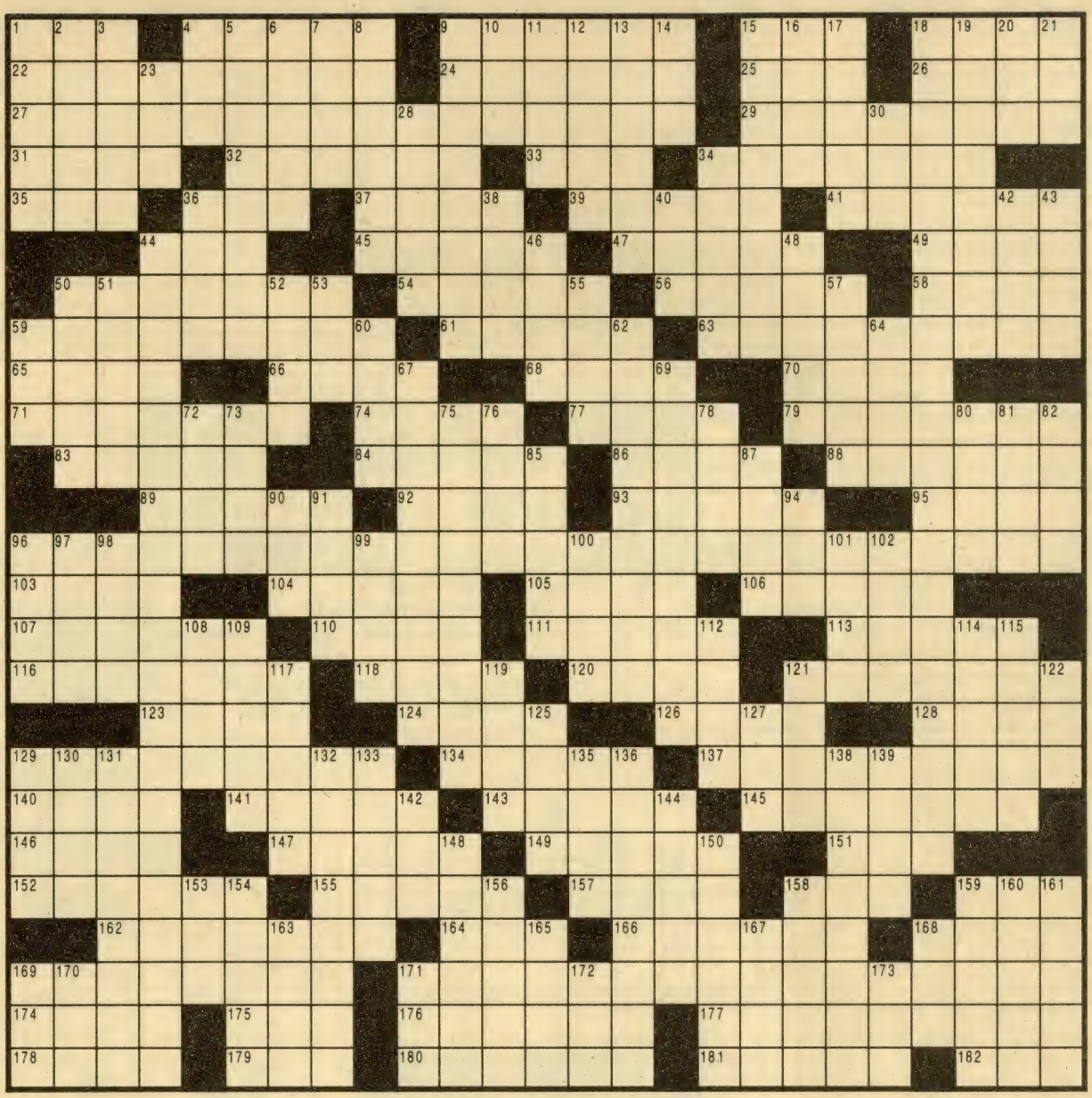
Incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 37.)

ACROSS

1 Kin to "aha!"
4 Less polite
9 Nonchalant
15 Singer Davis
18 Plant fiber; linen source
22 Mouth organ
24 Citrus fruit, or its color
25 Away: Scot.
26 Three-legged ____
27 Barbara Stanwyck film: 3 wds.
29 Overcrowds
31 Baba and MacGraw
32 When shadows are shortest: 2 wds.
33 Fathers
34 Heroic; dauntless
35 Oui
36 Unspecified quantity
37 Ice mass (that *Flo* heard?)
39 Spinning part
41 ____-toe
44 Plant study: Abbr.
45 Destined
47 Bundle of twigs (thrown *at fog*)
49 Seen ____ nor hair of
50 Mercury, Venus, Earth, . . .
54 Pianist Peter and kin
56 Tunisia's capital (*it's U.N.*-recognized)
58 French ladies: Abbr.
59 Example for subsequent cases
61 Actor Max Von ____
63 18, 18, 18
65 "Honky-____ Woman" (Rolling Stones song)
66 Extol
68 Hard: Ital. (*duo* surrounds the *ring-leader*)
70 Goldie of "Laugh-In"
71 Of the eyes
74 The two together
77 It makes the world go round
79 London's ____ *of the Wild*: 2 wds.
83 "____ a gun!": 2 wds.
84 Sadat of Egypt
86 Netherlands: Abbr.
88 Construction Battalion worker
89 Glisten
92 Japanese leader, WWII
93 Thin porridge
95 Word with a verb
96 "Find the artist's errors": 5 wds.
103 Elevated
104 To make public: 2 wds.
105 Tortoise's foe
106 ____ in the dark (a guess): 2 wds.
107 Not us
110 Old drinking cry (in *frivolity*)
111 Pilfer
113 Coffee whitener
116 Algae
118 Give temporarily
120 He wears the white hat
121 Having arrived: 2 wds.
123 Posterior
124 Elderly
126 Uninteresting; not sharp
128 ____ Hashanah
129 Wassermann, e.g.: 2 wds.
134 "Because I ____, that's why!": 2 wds.
137 Identified an illness
140 Sally ____ (in *jail unnoticed*)
141 Tasty
143 Go
145 Discolored
146 Designer Cassini
147 Copycat
149 Expand
151 Training: Abbr.
152 Shrubbery
155 Connection (a *cross* in *N.E. U.S.*)
157 Telephone ____ code
158 Tea (that starts a *chat*?)
159 Scrooge's exclamation
162 It's her party
164 Kin to "oho!"
166 Cakes ____: 2 wds.
168 Vagrant
169 Least tall
171 He flew to Dublin instead of California: 3 wds.
174 Small dogs, for short
175 Had breakfast
176 Il ____ (he studies): Fr.
177 Interior of a tire: 2 wds.
178 Author James ____
179 After Feb.
180 Sums
181 They're sown
182 "You don't ____!"

DOWN

1 "____ can you see . . .": 2 wds.
2 Foreigner: Hawaiian (discovered in *a hole*)
3 European iris (Who's the star of the Boston Bruins?)
4 Actor Thinnes
5 Not welcome
6 Unclean
7 Supply-demand study: Abbr.
8 Fled: 2 wds.
9 Implies
10 American Railway Union: Abbr.
11 Indian's soup (*sample*, in part)
12 De-latch
13 "The seven ____ man": 2 wds.
14 Celtic god (*alert*, at heart)
15 Pasta dish
16 G.I. truant
17 "____ be the breeze . . .": 2 wds.
18 "Fifty million ____": 4 wds.
19 Most recent instance: 2 wds.
20 Work on stage
21 ____ out (deletes)
23 Wifely title
28 Syrian-Israeli Heights
30 Gay: Fr.
34 Fashion; fad
36 Topnotch
38 Weird: Var.
40 Tit for ____
42 ____ of iniquity: 2 wds.
43 Kind of underground pool
44 Erring at the racetrack: 4 wds.
46 Lead Mouseketeer Jimmy ____ (he's *nothing* in *3-D*)
48 Not loose
50 Actors' tools
51 Slow, in music
52 Show and ____
53 Snow: Scot.
55 Glaser's costar
57 Iranian leaders
59 Please turn over: Abbr.
60 Brass instrument
62 Bark up the ____: 2 wds.
64 Chirping sound
67 Frankly, my dear, I ____ damn": 3 wds.
69 Eavesdropped
72 Army offs.
73 "The Army needs ____ good men": 2 wds.
75 "____ don't make a right": 2 wds.
76 Meccan pilgrim (seen in *such a jive*)
78 Needle case
80 ____ Ben Adhem
81 Them: Fr. (broken *rule*)
82 Unaspirated (as in *Abilene*?)
85 Actress Lillian and author Philip
87 "For ____ jolly . . .": 2 wds.
90 Paintings
91 Infertile, peaty land
94 $33\frac{1}{3}$ RPM records
96 "____ on first?"
97 1977 book *The* ____ *Report*
98 Turkish leader (*a hag* confused)
99 Finger's end
100 Old form of "has"
101 Minor skin irritation
102 Dear: Ital. (*auto love*?)
108 Rex or Donna
109 Theater furniture
112 Not quiet
114 Win by ____: 2 wds.
115 Pondered
117 Night vision
119 Bargain
121 Venetian blind part
122 Post-graduate deg.
125 Recolors
127 Fleur-de-____
129 Dollop
130 Lollapalooza
131 In the privacy of ____: 2 wds.
132 Bachelorette
133 London daily
135 "I thought I ____ puttycat": 2 wds.
136 Restrains; subdues
138 Amassed
139 One of Columbus' ships
142 Fort ____, New Jersey
144 Actress Verdugo
148 Fourth: Sp. (*our cat* is spoiled)
150 ". . . the ____ a tramp": 2 wds.
153 Superlative suffix
154 Water vapor
156 Holler
158 Artificial twin
159 Counterfeit
160 Addis ____, Ethiopia
161 Darling
163 *¿Como* ____ *usted?*
165 "____ partridge in a pear tree": 2 wds.
167 Skin problem
168 Punch
169 Health resort
170 Boar
171 ____ one's whistle
172 Hodges of baseball
173 Reading and B&O: Abbr.



Hard Clues (cont.)

7 Univ. course
8 Photocopied or eloped
9 Suggests
10 Eugene Debs' union, for short
11 Maize dish
12 Open
13 The Seven ___ Man
14 Celtic Poseidon
15 Dish served with cheese
16 Way off base?
17 "Stop talking!"
18 End of a WWI saying
19 "The ___ I saw . . ."
20 False front
21 Kisses, symbolically
23 ___ *Warren's Profession*
28 Arab-Israeli battlefield
30 Toujours ___
34 Women's magazine
36 Not ___ (zero)
38 Eldritch
40 Knot thread
42 Port on gulf of same name
43 Land tax
44 Bettor's mistake
46 Ambassador to Germany 1933-37
48 Parsimonious
50 Supports, with "up"
51 Sluggish: Ital.
52 Rossini character
53 MacDougal's winter-white
55 Essence
57 Pahlavi and predecessors
59 Abbr. overleaf
60 Tubby, e.g.
62 Dog's mistake?
64 Whistle
67 ___ hoot (care not)
69 Listened in on
72 Mountain passes
73 Some
75 Not a right
76 Moslem title
78 Vanity case
80 Arabic "father"
81 French pronoun
82 Smooth
85 Portnoy's creator et al.
87 "___ real nowhere man . . ." (Beatles)
90 Knack
91 Othello, e.g.
94 Some spinners
96 "___ afraid of . . ."
97 Author Shere
98 Turkish nobleman
99 Cigarette: Sl.
100 Biblical verb
101 Desire
102 *Tenér* ___ (to esteem): Ital.
108 Yellow fever researcher
109 Accommodates, as a stadium
112 Garish
114 ___ for news
115 Thought
117 Bedtime story?
119 Cardplayer's turn
121 Boxspring support
122 Degree of intelligence
125 Hues you use
127 "___ for the way you look at me"
129 Villain in a McQueen film
130 She's back in town
131 Set ___ in order (improve)
132 She plays old maid
133 Morning, noon, and night
135 "I never ___ Purple Cow"
136 Intimidates
138 Made a bunch
139 Mrs. Khrushchev
142 Half vingt
144 Woman's name
148 After tercero
150 "No ___ ever a gentleman" (Cabell)
153 Wintertime in N.Y.
154 Something to pick up or let off
156 "Hey!"
158 Person beside himself
159 Unreal
160 Five-line rhyme scheme
161 Bobby Goldsboro song
163 This: Sp.
165 Brazil tree
167 Teen's problem
168 Songwriter's dream
169 Resort
170 Glutton
171 Anti-Prohibitionist
172 Lesage's ___ *Blas*
173 "Monopoly" purchases: Abbr.

XandO

by Sid Sackson

A paper and pencil game for two players.

Equipment: A pencil for each player; one gamesheet. (The gamesheet provides grids for a round of two games and an area for recording scores.)

Object: To achieve the highest score through the strategic selection of game squares.

Play: One player is chosen (in any convenient manner) to play "X"; the other plays "O."

Player "X" begins Game #1. For his first turn, "X" blackens in any square he wishes. Player "O" then blackens in a square of his choice. Each player similarly blackens in a single square on his second turn. (At the end of their second turns, the players will have filled in a total of four squares.)

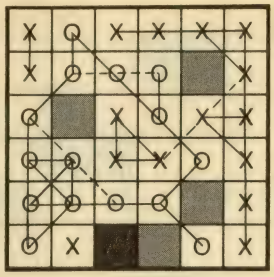
Players then alternate placing Xs and Os in any empty squares they choose—one square per turn—until all of the squares have been taken. Each player on his last turn, may if he wishes, blacken in a square instead of claiming it with his symbol.

Scoring: Players win or lose points depending on the horizontal, vertical, or diagonal rows formed by their adjacent symbols. The scoring is as follows:

For two adjacent squares in a row, score 1 point.
For three squares, lose 5 points.
For four squares, score 10 points.
For five squares, lose 15 points.
For six squares, score 25 points.

The example shows a completed game marked for scoring. In the sample game, "X" would score 25 points for a row of six squares, 10 points for a row of four, and 7 points for seven rows of two. He loses 5 points for a row of three, and ends up with a net score of 37 points. Player "O" scores 30 points for three rows of four squares, and 10 points for ten rows of two. He loses 10 points for two rows of three, and ends up with 30 points. Incidentally, "O" chose to blacken in a square (the one with different shading) on his last turn.

Example:



Completing the round: For Game #2, the same four squares blackened in at the beginning of the first game—but not those, if any, blackened in at the end—are filled in on the grid. The second game is then played, with "O" making the first play.

Winning: The player who has the higher total score after both games is the winner.

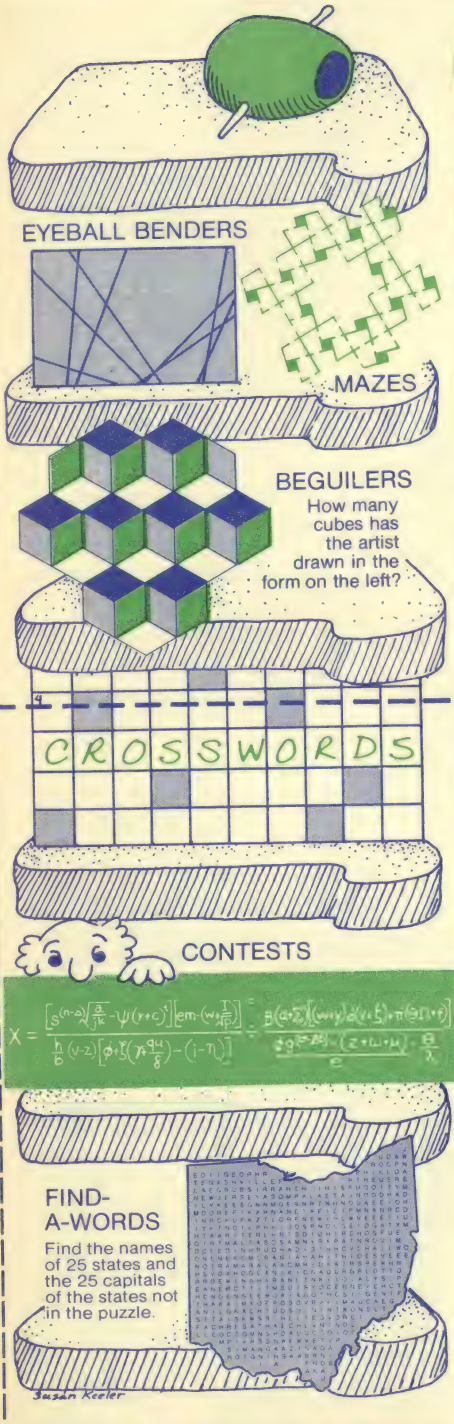
SCORE

	Game #1	Game #2	Total
X			
O			

Game #1

Game #2

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...ey

...LINGO LOGIC

...y Dodi Schultz

...he Permitz School of Languages has ...n unusual policy that helps keep its ...sts down: there are no instructors. ...nly bilingual students who wish to ...arn a third language are accepted, and ...e students teach one another.

One class which has just started ...nsists of Sean and five other young ...ople. Two of the six speak Spanish; ...fact, each language represented in ...e class is spoken by two, and only ...o, of the students.

Gretchen, who does not speak ...inese, can communicate with both ...n and Juan, although Juan does not ...eak English or German. Wong, who ...es not speak English or Russian, can ...derstand Juan but not Louise, who ...esn't speak English or Russian either. ...uise, who doesn't speak French, can



...verse with Ivan, who doesn't speak Chinese; neither speaks German.

Can you deduce which two languages are spoken by each student?

Answer Drawer, page 61

...sunk). Slow Sidney had five balls to his credit when the game ended; two were striped, one was the 3-ball, and none were blue or purple. Who sank the 8-ball?

XandO

by Sid Sackson

A paper and pencil game for two players.

Equipment: A pencil for each player; one gamesheet. (The gamesheet provides grids for a round of two games and an area for recording scores.)

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Player "X" begins Game #1. For his first turn, "X" blackens in any square he wishes. Player "O" then blackens in a square of his choice. Each player similarly blackens in a single square on his second turn. (At the end of their
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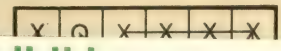
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Example:



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Game #1



Induction, Deduction, and Detection

Three Puzzles from Brainpan Alley

THE SPY

by J. F. Peirce

The regular members of the Liars Club were gathered together for their monthly meeting at the Baron Munchausen Pub. I was the questioner for the evening, and Louis, Ira, and Edward had been chosen to answer my questions.

The situation for the evening's puzzle was that one of them was a spy and the other two were patriots; I was to decide which of them was the spy by asking three questions of each. As a condition of the problem, they were to tell one lie and two truths when answering my questions.

My questions to Louis were:
1. Are you a spy?
2. If not, who is?
3. Of what country are you a citizen?

Louis' answers were:
1. I am not a spy.
2. I don't know who is.
3. I am a U.S. citizen.

My questions to Ira were:
1. Are you a spy?
2. If not, who is?
3. Of what country is Louis a citizen?

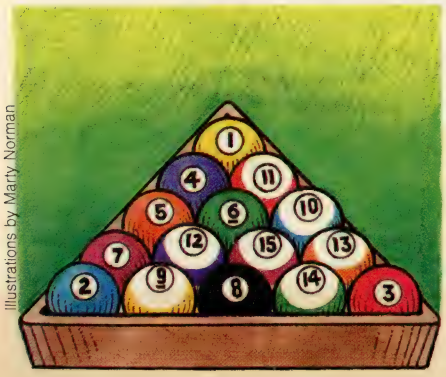
Ira's answers were:
1. I am not a spy.
2. Edward isn't a spy.
3. Louis is a U.S. citizen.



My questions to Edward were:
1. Are you a spy?
2. Does Louis know who the spy is?
3. Did Ira tell the truth about Louis' citizenship?

Edward's answers were:
1. I am not a spy.
2. No, he doesn't.
3. Yes, he did.

From these answers I was able to decide which of the three was the spy and which of their answers were lies. Can you?



Illustrations by Marty Norman

EIGHT-BALL

by Jack Looney

Fingers Farbles and Slow Sidney played a game of rotation pool and between the two of them sank all fifteen balls. A score of 61 wins and ends the game automatically, but Fingers finished with 75 points (scoring is determined by counting the face value of the balls sunk). Slow Sidney had five balls to his credit when the game ended; two were striped, one was the 3-ball, and none were blue or purple. Who sank the 8-ball?

LINGO LOGIC

by Dodi Schultz

The Permitz School of Languages has an unusual policy that helps keep its costs down: there are no instructors. Only bilingual students who wish to learn a third language are accepted, and the students teach one another.

One class which has just started consists of Sean and five other young people. Two of the six speak Spanish; in fact, each language represented in the class is spoken by two, and only two, of the students.

Gretchen, who does not speak Chinese, can communicate with both Ivan and Juan, although Juan does not speak English or German. Wong, who does not speak English or Russian, can understand Juan but not Louise, who doesn't speak English or Russian either. Louise, who doesn't speak French, can converse with Ivan, who doesn't speak Chinese; neither speaks German.



Can you deduce which two languages are spoken by each student?

Answer Drawer, page 61

GAMES & BOOKS

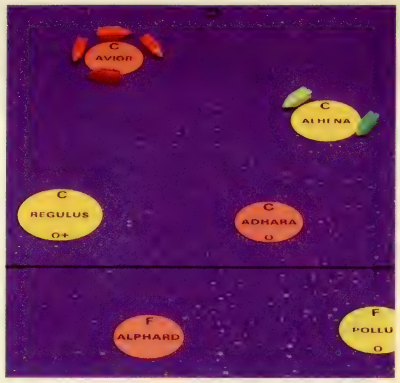
4000 A.D. from Waddington's House of Games, around $13.

Science-fiction games of interstellar conquest are often time-consuming and dauntingly complex. 4000 A.D. is an exciting, playable strategy game whose somewhat abstract format retains the flavor of its subject while eliminating much of the tedious detail of other space-war games. Each player (two to four) starts with a home star, fifteen spaceships, and a common mission: "Be fruitful and multiply." Occupation of other stars allows you to build more spaceships.

A group of ships is moved by taking it from one star and placing it into the "space warp"—a plastic disc that moves along numbered tracks on the perimeter of the board. On each turn a fleet may move forward one square in the warp. Or it may move from the warp back onto the board, landing on any star that is exactly as far from the fleet's point of origin as the number of squares moved along the warp track. Should that star be occupied by opposing ships, the larger fleet overwhelms the lesser without loss to itself.



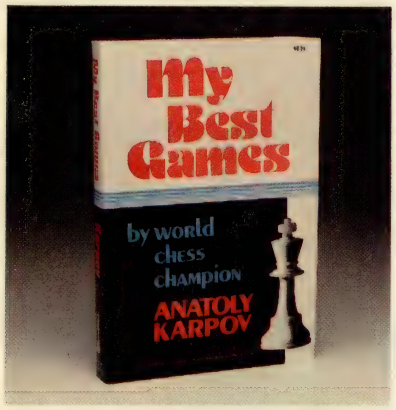
Although it's difficult to look very far ahead in this game, there is no element of chance; and at no time are the opponent's ships hidden. Even in the warp there are only a limited number of possible destinations for any fleet of ships. The combination of "hidden" destination and the ferocious combat system generates enormous suspense whenever many ships are in the warp—particularly since small fleets coming from different stars can rendezvous and together destroy a fleet larger than any of them separately. The game continues until one player conquers his opponent's home systems—a process that may take from one to four hours.



If you're willing to put up with a slight increase in bookkeeping, committing your moves to writing allows you and your opponents to move simultaneously, which eliminates the disadvantage of moving last and the rule ambiguities of the four-player "alliance" version.

—Jon Freeman

My Best Games by Anatoly Karpov (R.H.M. Press, 1978, 322 pages, paperback, $6.95).



The chess world has been more fortunate than might have been expected during the last half-dozen years. Although one chess colossus, a certain Robert J. Fischer, abdicated his throne and role as inspiration to millions of chess players, another, if more modest, chess genius opportunely appeared to replace him.

My Best Games by Anatoly Karpov is a candid and lucid exposition of the principles and chess practice of Fischer's twenty-seven-year-old successor, who, it seems, has probed deeply into the secrets of modern chess and applied what he has learned with a success that even his predecessor could envy.

Karpov's succinct, seventeen-page introduction is crammed with biographical details and observations on modern chess methodology and philosophy, and includes insightful and occasionally provocative comments about several former world champions.

For example, Karpov states his belief that Fischer's most impressive victories were due partly to "psychological means," and explains that Fischer, in his refusal to make any concessions in their 1974 match negotiations, "was trying 'to do a number on my head.' "

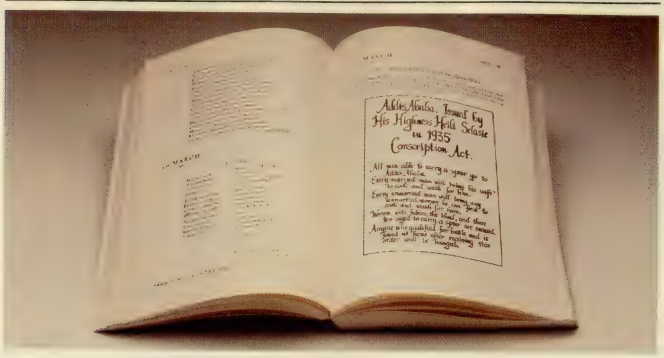
Yet Karpov pays a warm tribute to the former American world champion: "He (Fischer) gave no quarter, and his games went the full five hours, five hours of tense struggle. Fischer did not wait for things to happen, and possibly it is this very trait which distinguishes him from the other great players. Fischer returned sharp play to chess, and he carried the competitive aspect to its limit: a fight to the death."

The fifty-eight selected games, annotated by Karpov himself, will be especially appreciated by serious players (a few minor typos notwithstanding). Together with the introduction, they constitute a virtual "school of chess." Karpov, an intuitive player who relies primarily on a general grasp of positions and only secondarily on detailed concrete analysis of variations, unabashedly lays bare his own mental processes. He makes playing chess at the grandmaster level understandable and seemingly within the reach of others who would so aspire.

Immensely versatile and practical, Karpov's sporting posture is typical of the best contemporary players. His fundamental concern, first and foremost, is to win. He writes: "I have at times been accused of dry, economical play. Yes, I am practical and my play is to a great extent based on technique. I try to play 'correct' chess, without the risks taken by say, Larsen, for example.... If I have several continuations at my disposal, my choice depends in large part on who my opponent is.... But if I realize that there is only one correct route to take, then I have no choice and I take that route."

Despite his realism, or perhaps because of it, Karpov has played more than his share of beautiful and even exquisite games. This collection of them is his gift to us and future generations of chess players. — S. L.

An Almanac of Words At Play by Willard R. Espy (Clarkson N. Potter, Inc., 1975, 360 pages, paperback, $6.95).



Take, for example, spoonerisms: "Ladies and Gentlemen, the President of the United States, Hoobert Heever." Or the almost as famous "twenty-one sun galoot" that once announced the arrival of royalty. One small slip of the tongue further, according to H. Allen Smith, is the snooperism: "Give me a jar of oderarm deunderant."

Give yourself a minute to roll those around in your mind . . . and if you're not at least smiling by now, read no farther. *An Almanac of Words At Play* is just not your kind of book.

Espy has compiled a calendar year's supply of verbal shenanigans — from acronyms and acrostics to palindromes, pangrams, and puns — pausing only rarely to take a solemn breath. He offers us words turning somersaults, standing on their heads, adopting double meanings, snapping to attention, grinning slyly out of the corners of their syllables. He has word games to play, puzzles and riddles to solve, examples (good and bad) to follow. Much of what's included is Espy's own material, but he draws as well on hundreds of other wordsmiths, ranging from Shakespeare and Ogden Nash to the likes of Ferdinand Freiligrath.

To whet your appetite, try to guess the meaning of these rebuses, selected at random from among the many different kinds of wordplay provided:

1.

ADO

ADO ADO

0

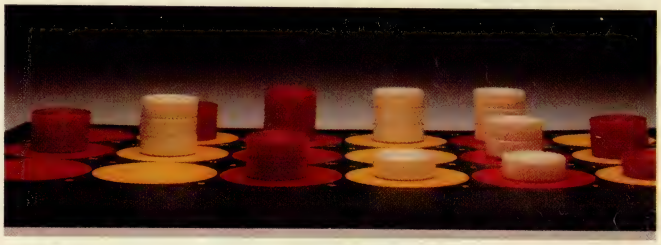
ADO ADO

ADO

2. ONE ANOTHER
ONE ANOTHER
ONE ANOTHER
ONE ANOTHER
ONE ANOTHER
ONE ANOTHER

There are a lot more where these came from, but a warning is in order: those with a fondness for word games should handle *Words At Play* with caution. It may prove to be addictive. *Answer Drawer, page 61* — Roger Verhulst

Counterstrike from Essex Game Co., around $12.



Counterstrike is an exciting two-player battleground for gamesters who like to calculate their strategies from the unpredictable roll of dice. The balance struck between luck and skill creates an atmosphere of player interaction similar to that in backgammon, from which Counterstrike borrows a good deal of its flavor.

Play begins with men of alternating color occupying the first twelve points on the eighteen-point field. Each player is then left with nine more men to be entered on points one through six when no better move is available from a position on the board. Moves and captures are governed by the roll of two dice—exactly as in backgammon, with the exception that *backward* movement is allowed in this game. While single men are always vulnerable to attack, they can be protected by stacking. A stack of two can only be captured with a "counterstrike" move by an opposing stack of two. Example: If you roll double fours and have a stack of two men four points away from an opposing stack of two, you may capture it, sending the captured men to the "trap" from which they must each be re-entered onto the board before any other move can be made. If no counterstrike move is available on a roll of doubles, four single moves are made. A stack of three men (the maximum) is impregnable.

The object of the game is to maneuver your men into a position worth one hundred points. Men on the bottom row (the defense line) score no points; men on the middle row (the scrimmage line) score five points each; and men on the top row (the front line) score ten points each. Once you reach one hundred points or more, your opponent is granted one final turn in an effort to knock your score back down below one hundred and thereby continue the game. Otherwise, you win.

Upon playing Counterstrike for the first time, it will seem that the winner was simply the player who got lucky with the dice. This is not so. Strategy deepens to a very challenging level as you become familiar with good and bad positions, which means that although a novice might take a game or two from an expert, the expert will come out ahead over the long haul. — P.M.W.

Krypto from MPH Games, around $4.



Stan Fellerman

After several years of absence from the market, Krypto has been revived in a new and most welcome edition. A number game that plays quickly, it is suitable for any number of players from one to ten, and is so simple to learn that it even appeals to people who don't like number games.

The game is played with a deck of fifty-two cards numbered from 1 to 25. Each player is dealt a hand of five cards and one card is turned face up on the table as the target number. The winner is the first to reach this number by using simple arithmetic—any combination of addition, subtraction, multiplication, or division—involving all five cards in his hand. That, except for the scoring and some variations, is the whole story.

If you were dealt 9, 5, 25, 8, and 2, how would you reach an objective of 23? *Answer Drawer, page 61* — S.S.

A Special Report on the Parker Electronic Game System

P.E.G.S., retailing for about $18, is simply a double-sided pegboard that beeps when a peg placed on one side of the board is directly opposite a peg on the other side. Not very fancy for an electronic game.

On the other hand, simple as the design is, the games you can play are unique, involving, and habit-forming. The manufacturer describes fifteen games in all, ranging from simple to complex; all of them combine deductive reasoning and some degree of luck with strategic planning.

The first game that we found interesting on the beginner's level was called Tic Tac Two. The board is numbered and lettered like a Battleship board, and is divided into four tic-tac-toe sections of nine holes each. The object of Tic Tac Two is to form a line of three consecutive pegs on each of the two lower quadrants of the grid. In the process, you must also try to guess where your opponent has placed his pegs, because if your peg makes the game beep, you must remove it and lose your turn.



We found Border Patrol to be the most enticing of the beginner's games. Each player places seven pegs on the perimeter of the board, after which a player moves any peg one, two, or three holes in a clockwise direction from its original placement. The object in this game *is* to sound the alarm,which gives you both a point and an extra turn. The winner is the first to score sixteen points. After playing Border Patrol several times, it becomes easier to deduce where some of your opponent's pegs are most likely to be hidden: thus you wind up with a game that is almost pure strategy and deduction.

The advanced section includes a game of football and one of soccer—each very complex and remarkably faithful to the concept of its sport. But the game that we played most often was Rapid Transit, a Chinese checkers-like game in which you get a free move every time you sound the alarm. The first player to transfer two rows of pegs from one end of his grid to the other wins.

The pegs are made of a soft plastic and function well for the most part, though occasionally a peg may not be seated deeply enough in a hole for the alarm to sound (a rare occurrence that's easy to avoid if you're careful). However, since you can't see what your opponent is doing, it's easy to cheat and you should choose your partners accordingly.

The P.E.G.S. instructions are remarkably clear and recommend that you innovate your own games. My nine-year-old son and I were innovating long before we noticed that we were allowed to. We're currently working on versions of chess and checkers that we can play on the system. That's the beauty of P.E.G.S.—it's more a tool for creating a library of new games than it is any particular game. —B.D.K.

And a Bonus From Our Resident Game-Inventor

The ingeniously simple P.E.G.S. was created by Bob Doyle, a Ph.D. in astrophysics, his wife Holly (also a Ph.D.), and her brother Wendl Thomis. Parker Brothers called me in to add to the library of games for the system, particularly some that would appeal to older players. I came up with ten games, seven of which made it into the final rules booklet. Following are two of my games that didn't make it. They are, in my belief, games that will be enjoyed by older fans of P.E.G.S.

Spy Network—in which the object is to discover your opponent's "spy network" in fewer trials than your opponent takes to discover yours.

Set Up: One player starts by placing twelve pegs on his side of the board so that each column and each row contains exactly two pegs. No four pegs may be placed so as to form a square or rectangle. (Diagram A shows a completed network.)

Playing: 1. The player who did not set up the network places pegs on his side of the board one at a time.

2. If a peg does not produce an alarm, leave it in.

3. If a peg produces an alarm, replace it with a marker (which marks locations without making electrical contact). It is a part of the opponent's network.

4. When the twelve locations of the network have been marked, the number of pegs placed (wrong guesses) are counted.

Winning: The players reverse roles and the one using fewer pegs to discover the network is the winner.

Connections—in which the object is to be the first player to construct a continuous path of horizontally and/or vertically adjacent pegs that connects at least one location to all four edges of the board. (Diagram B shows a winning path. It would make no difference if additional pegs were on the grid.)

Playing: 1. Each player takes half the pegs and eight markers.

2. Players take turns placing one peg at a time in any empty location.

3. If a peg does not produce an alarm, leave it in.

4. If a peg produces an alarm, leave it in and announce the location. The opponent removes the peg at that location on his side of the board and replaces it with a marker. The opponent may not, on a subsequent move, replace the marker with a peg.

5. After a player has placed all eight of his markers on the board, if the opponent places a peg that produces an alarm, he must remove that peg and his turn ends. —Sid Sackson

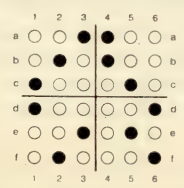


Diagram A

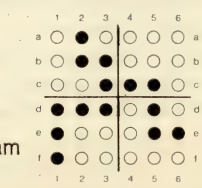


Diagram B

Golden Lights



Only 8 mg. tar.

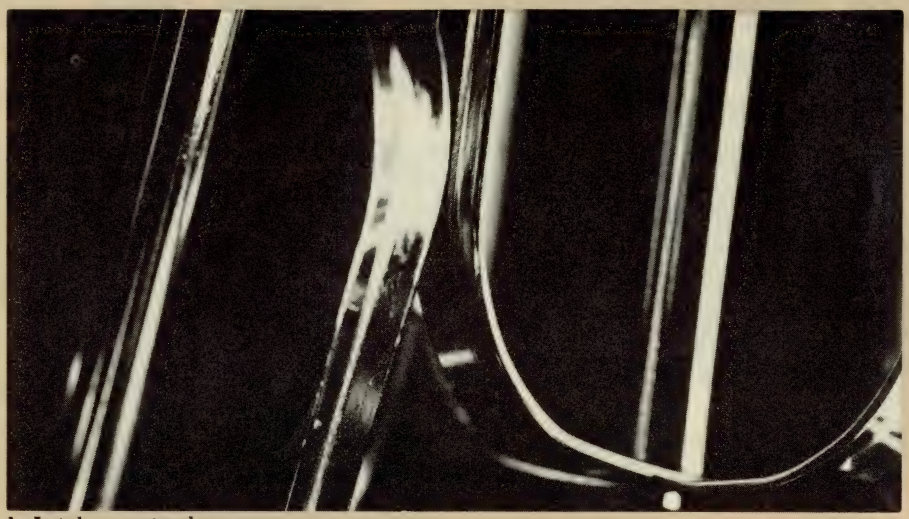
Taste so good you won't believe they're lower in tar than all these brands:



20 MG. TAR 1.3 MG. NIC.	13 MG. TAR 0.9 MG. NIC.	17 MG. TAR 1.0 MG. NIC.	12 MG. TAR 0.8 MG. NIC.	11 MG. TAR 0.8 MG. NIC.	17 MG. TAR 1.4 MG. NIC.	16 MG. TAR 1.1 MG. NIC.	16 MG. TAR 1.1 MG. NIC.

Source of all 'tar' and nicotine disclosures in this ad is either FTC Report May 1978 or FTC Method. **Of All Brands Sold:** Lowest tar: 0.5 mg. 'tar,' 0.05 mg. nicotine av. per cigarette, FTC Report May 1978. **Golden Lights: Kings Regular and Menthol**—8 mg. 'tar,' 0.7 mg. nicotine av. per cigarette by FTC Method.

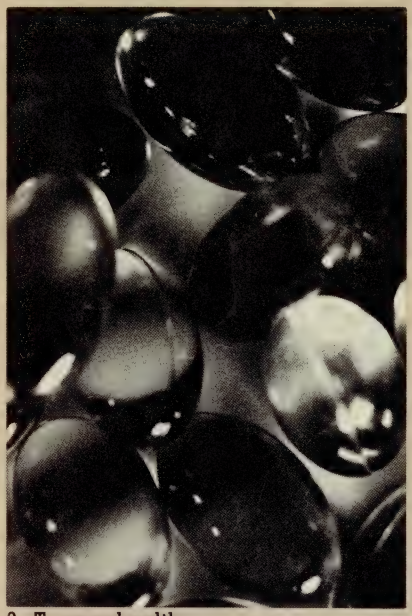
Warning: The Surgeon General Has Determined That Cigarette Smoking Is Dangerous to Your Health.



1. Let them eat cake



2. Olé to the French!

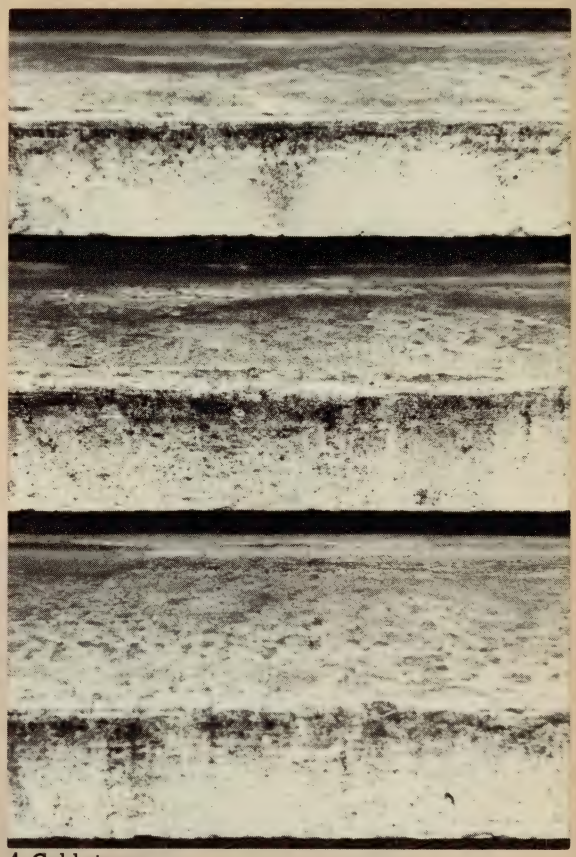


3. To your health

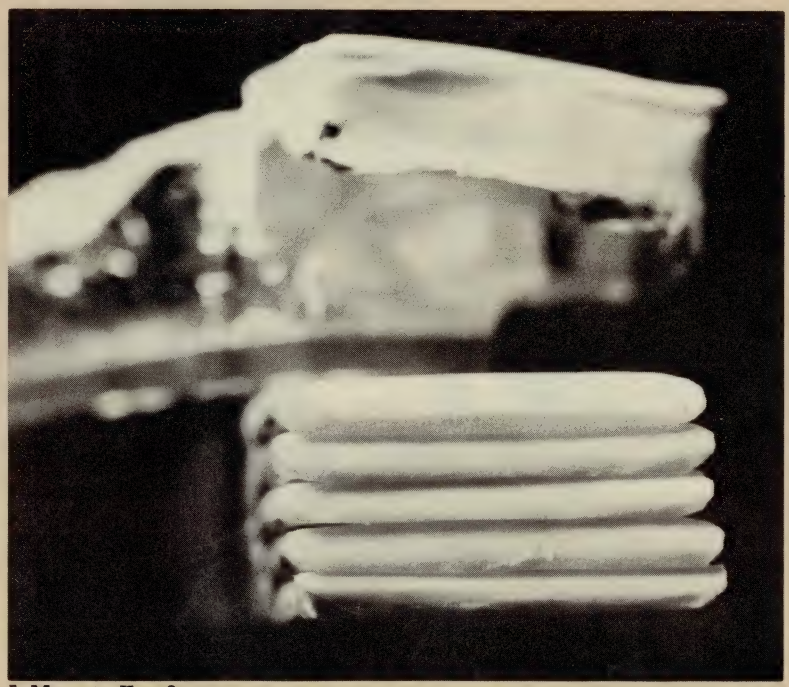
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WHATARETHESEOBJECTS?

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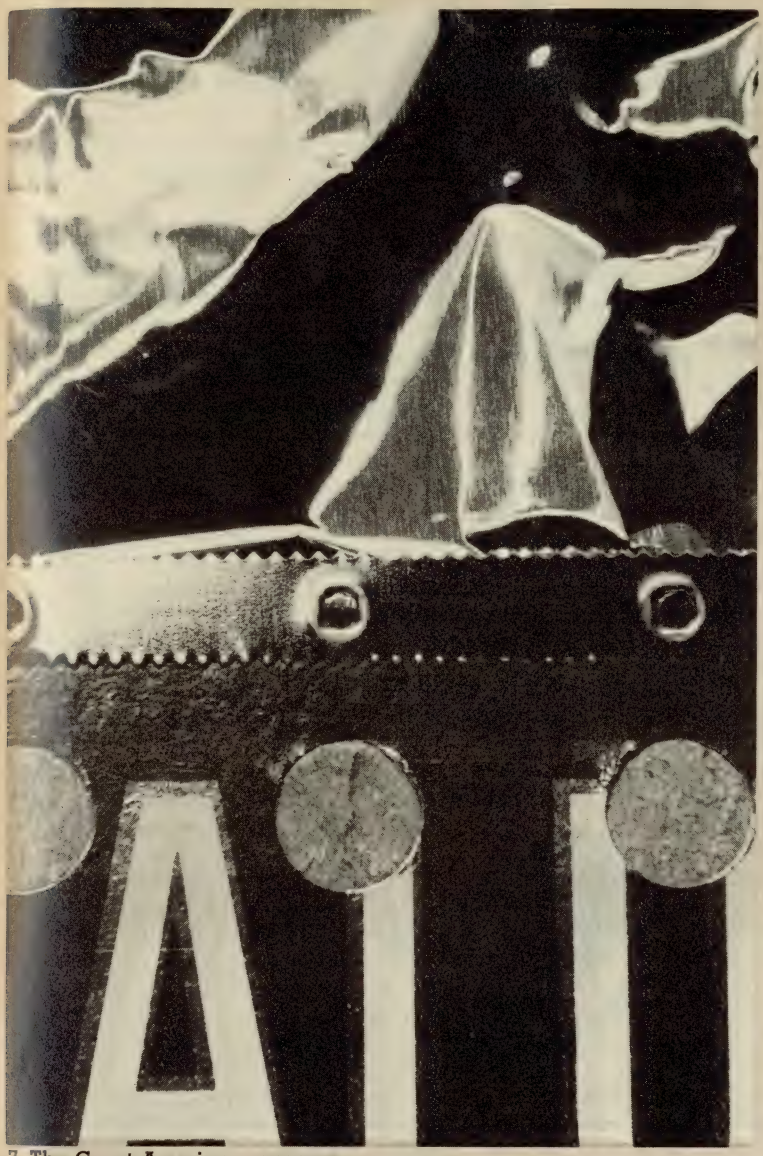
4. Cold stares



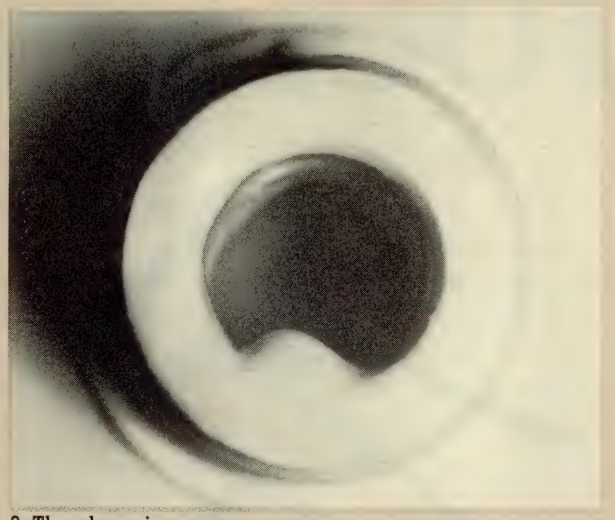
5. Mass to Kate?



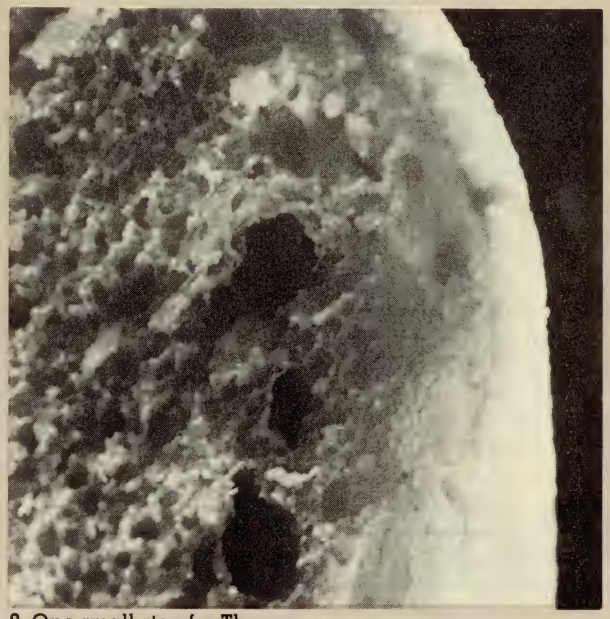
6. Pass the word



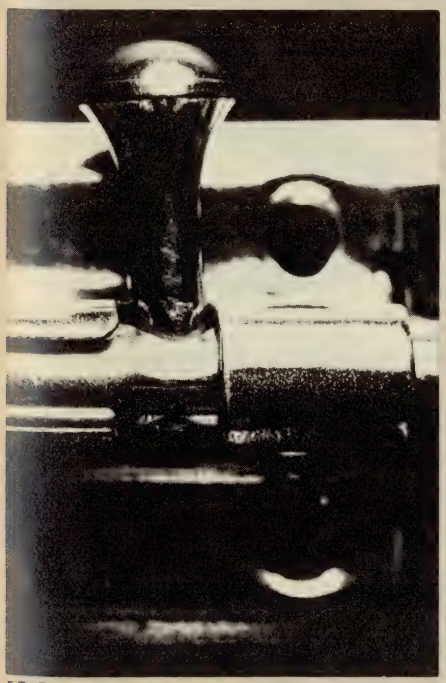
7. The Great American cover-up



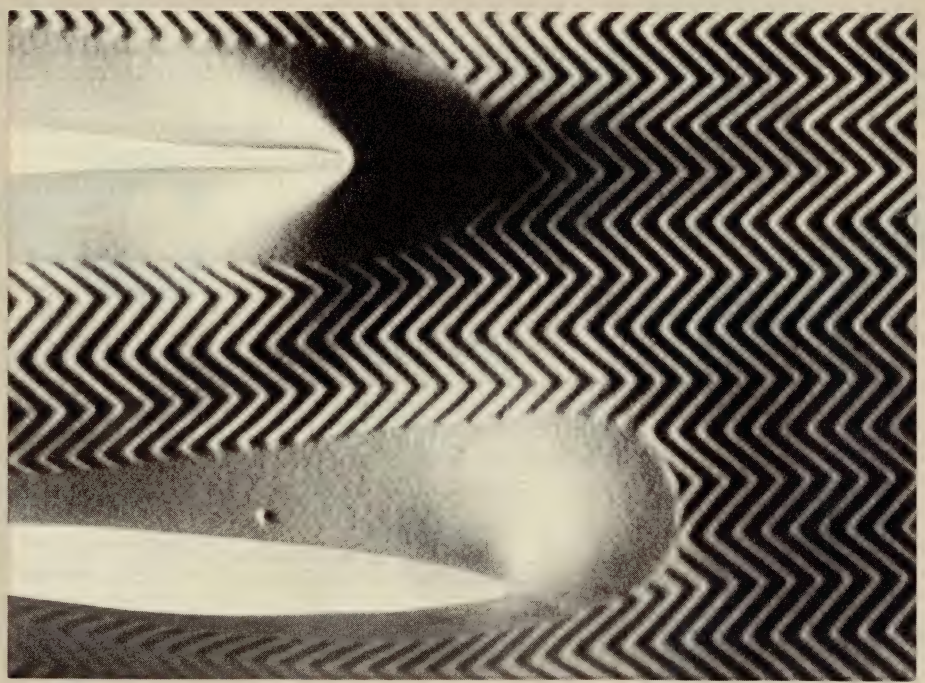
8. The gleam in your eye



9. One small step for Thomas



10. Pushover



11. 4KP

Photographs by Jane Limbacher

TOOLS FOR LIVING™



AH SO!

Those of you who occasionally remove a cork (and occasionally leave half in the bottle) will no doubt appreciate the sentiment behind the name of this tool. When you use it for the first time, you can immediately imagine the warm satisfaction that must have led the designer to gasp "ah so" upon his discovery of the principle. Insert the longer blade between the cork and the bottle. Push in until the shorter blade can be inserted on the opposite side. Continue to push with a back-and-forth rocking motion until the tips are past the bottom of the cork, then remove cork by pulling with a rotating motion. You can replace the cork by reversing the procedure.

We think this device works very well and outperforms most other corkscrews and corkpullers. Broken corks will be a thing of the past. As if all of this weren't enough, the handle works as a regular bottle opener. You can order the Ah So from us for $6.00 postpaid. (A-11)

LEND-A-HAND LIGHT



Can you picture this groping, knuckle-scraping dilemma that sooner or later we all experience? Your tire goes flat some night in an unlighted area. It's fumble with the jack, fumble with the lug nuts, and fumble with the !#0%#!0 flashlight while trying to see what you're doing. Or maybe you can't get any light on the subject when attempting to put in a screw or drive a nail in some dark corner in your house. The Mobile Flex-Lite is an ingenious combination of flashlight and flexible neck with a magnetic base and an adhesive base we found to solve these problems. Neither the magnetic or adhesive bases will mar a surface. The Flex-Lite neck and base will detach easily when you use the flashlight for walking the dog. The Flex-Lite $10.00 postpaid. (A-19)

THE HOLES COME IN HANDY

What's white and stringy, full of air, can be wadded into a fist-size ball and can hold twenty pounds of potatoes, a picnic lunch, a six-month supply of tennis balls or five litres of Coke? Give up? It's the "Filoche", that tremendous cotton net bag those clever French have been using for decades to tote their groceries and croissants home from the market. The net design permits the bag to be squeezed into a small area, like pocket, purse or briefcase, when you're not using it, and to expand to accommodate any shape object when needed. You can find this bag in many unexpected places—like live bait shops (though it's not suitable for worms), gourmet shops, and some hardware stores. Or, you can have us send you one for $5.00 postpaid. (A-12)

POCKET PACK

Advice from a mountain climbing, modern-day gypsy friend led us to the pocket pack. He needed a small back pack to carry his camera equipment when his hands were full hauling luggage through airports or climbing. The pocket pack he discovered looks like a small zippered tobacco pouch and when unzipped, a full size nylon back pack emerges with adjustable straps for fitting to your back comfortably.



You can put a great deal of stuff into this pack, but our friend thinks its greatest feature is that it can be worn all folded up on his belt until needed and then unfolded into a rucksack to carry anything from groceries to specimens picked up on field trips. It's also a great overnight bag.

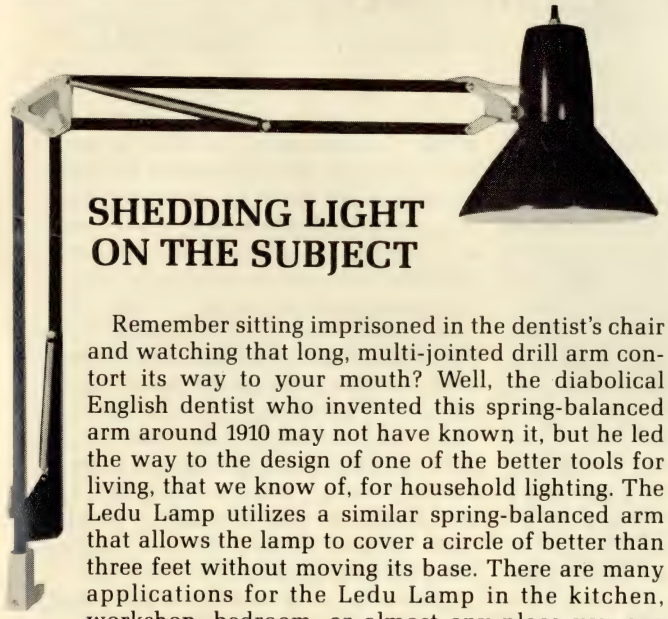
The pocket pack is available from us in two sizes, small (18″x11″x6½″) for $6.00 or large (24″x13″x6½″) for $7.50. Please specify yellow, brown or green. (A-17)



HOW'S THIS FOR OPENERS?

Recently, the mail brought an unsigned note attached to the empty box of the Everything-Tool. The note said that it was everything it claimed: nut, shellfish cracker, ice cracker, bottle and jar opener, wrench, tongs, lightweight hammer, a screwdriver, and it would even squeeze lemons! We located the Everything-Tool at a kitchen supply house and found it to be a very handsome chrome tool. We heartily agree with the words in the note that report, "I have used mine for over a year now and would panic at the thought of having to do without it." If you can't find the Everything-Tool at your hardware store or kitchen supply outlet, we'll be happy to send you one for $5.00 postpaid. (A-13)

Tools For Living is an attempt to bring worthwhile goods and services to your attention. Our items are not selected by an organized process. We've simply asked some friends of ours to scout around the country to find some items of true value that do what they say they'll do—at a reasonable cost. A tall order, given the proliferation of products today. We believe that you will find some items that you will like—and we hope that you'll order them through us.



SHEDDING LIGHT ON THE SUBJECT

Remember sitting imprisoned in the dentist's chair and watching that long, multi-jointed drill arm contort its way to your mouth? Well, the diabolical English dentist who invented this spring-balanced arm around 1910 may not have known it, but he led the way to the design of one of the better tools for living, that we know of, for household lighting. The Ledu Lamp utilizes a similar spring-balanced arm that allows the lamp to cover a circle of better than three feet without moving its base. There are many applications for the Ledu Lamp in the kitchen, workshop, bedroom, or almost any place you can think of. Its long reach and adjustability upward or downward and its portability add to its many uses. It's the only lamp of its type, we know of, that comes with a 4-way mounting bracket. This bracket allows you to attach your Ledu to walls, headboards, tables or what have you. Mount extra wall brackets wherever you feel like it and move the lamp whenever you feel like it. It can lick any lamp twice its size, cost, and weight and looks exactly like what it is: a superbly designed and finished piece of lighting equipment. The Ledu Lamp comes in red, yellow, blue, chocolate brown, black, or white enamel and is $28.50 postpaid. Additional wall mounts are $3.50 each postpaid. (A-16)

WHO'S IDEA WAS THAT?

In your daily travels, have you come across any products that have served your needs to the fullest and then some? A product that has surpassed all of your expectations? If so, we'd like to hear about it. Since we can't do as much snooping as we would like to, we would welcome your help in bringing worthy products, appliances, gadgets, and gilhickies to *GAMES'* readers attention. Tell us what you've found and why you like it. If you know the name of the manufacturer, include that too, and the price. We'll publish your item if we feel it's a good tool. Send your suggestions to IDEAS, Tools For Living, c/o Games Magazine, 515 Madison Avenue, New York, N.Y. 10022

ON YOUR ROCKER

Every once in a while furniture in kit form, ideally suited for shipping through the mails and easy to assemble or disassemble, comes on the market. It is designed for young mobile individuals or families who are looking for portable furniture with design appeal and sturdiness—at the right price. The problem is the price seldom stays reasonable. We spotted the Panama Rocker by Scan Am, and learned that it was recently on the market for about $40. The question then was, is it sturdy enough and does it function well enough at that seemingly low price. The only way to find out was to order one through the mail and sit on it for a while. The first thing we discovered when it was delivered to us was that it assembles very quickly from twelve basic pieces. The sturdy canvas slips into the seat and chair back and can be removed just as easily for washing. Many cocktails later (at least two months worth), the chair was just as stable and rocked as smoothly as the first day it was used. Perhaps that's because it's made of a sturdy hard wood and the joints and hardware that keep it together are fitted with a minimum of play. There are many things you can do with the Rocker to add your personal touch for decor, or for comfort purposes: substitute a 48" piece of canvas of different color or design, or attach a piece of sheepskin, or part of an old fur coat to increase the Rocker's look and comfort even more. Even add a set of wheels if you are going to retire in Florida. We see the Panama Rocker as an ideal indoor, outdoor, or vacation home piece of furniture and we are convinced that you cannot find anything as versatile at twice the price. $39.95 postpaid. (A-18)



Send to: TOOLS FOR LIVING c/o Games Magazine, 515 Madison Ave., New York, N.Y. 10022

item #	qty	description	price
_____	_____	_____	_____
_____	_____	_____	_____
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☐ check enclosed ☐ Visa ☐ Master Charge

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3/79

Of Cover Girls and Grandmasters



Once upon a time, a leading U.S. woman chess player—who besides being an exceptionally gifted player happened to be quite beautiful in appearance—was singularly honored in our press. A major sports magazine did an in-depth cover story about her, replete with photographs in which the championess of chess appeared in a somewhat revealing negligee.

While such a curious point of view would be less likely today, some fifteen years later, women still have a long and hard road to travel before achieving competitive equality with men in chess.

In point of fact, chess is one of the most formidable bastions of male supremacy. Many men simply do not like to play chess against a woman. The prospect of losing, it seems, is too terrible to reckon with. As Mary Davis, a British player, commented a couple of years ago: "We are so used to men going to extremes to avoid resigning that when a woman's aged male opponent had the misfortune to die in the middle of a game with her, one couldn't help asking: 'Losing, was he?' "

Nevertheless, according to Dr. Max Euwe, president of the World Chess Federation, the future of women's chess has never seemed brighter, with more and more girls all over the world learning to play at an earlier age. Serving as an inspiration for these new players are two women from Tblisi, the capital of the Soviet Republic of Georgia: Nona Gaprindasvili, women's world chess champion for over sixteen years; and Maya Chiburdanitze, a seventeen-year-old prodigy.

Through the years, Gaprindasvili has beaten or held her own against many of the world's best male players. Two years ago, as the only woman to compete in the formidable Louis Statham Masters Plus Tournament in Lone Pine, California, she gave her most impressive performance. In a field of forty-seven players that included fourteen grandmasters and fourteen international masters, she finished in a four-way tie for first and became the first woman in chess history to post a grandmaster norm. This achievement is particularly remarkable in view of the fact that as both a housewife and a member of the Supreme Soviet of Georgia, Gaprindasvili is only able to play chess part-time.

Gaprindasvili's long domination of women's chess ended in October when she lost a title match to Chiburdanitze in Pitsunda, Georgia, U.S.S.R. by a score of $8\frac{1}{2}$-$6\frac{1}{2}$. The new champion, who is only one of many rising women stars from Georgia, displayed such stunning strategic wizardry throughout the match that many believe she is not only the strongest woman player in the world, but one of the two or three strongest players of her age, male or female.

Why the historic breakthrough in chess by two Georgian women? Former world champion Mikhail Botvinnik thinks that Georgian women are strong in chess because they are strong in society. "It appears," he says, "that in the history of Georgia, women have played an active economic role. Georgian women are the heads of households. What is chess? It is the ability to make decisions in complicated situations, like those which people must deal with in life. In most societies women take less of a part in making such decisions."

In a similar vein, a chess teacher from the Central Palace of Pioneers in Moscow laments: "We lose some of our most talented girls when their mothers remove them from our chess circle and enroll them instead in some more traditional women's activity such as piano playing. In Georgia, as I understand it, the reverse occurs. There, everyone knows that girls make superb chess players."

Then, too, it should surprise no one who is familiar with the history of modern chess that Soviet women should be the first to compete on an equal basis with the world's top male players. For in no other country is chess so lavishly encouraged and supported as in the Soviet Union, where over half a million women take part in chess competitions each year.

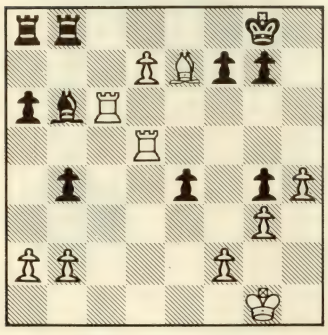
Progress in women's chess in the United States, meanwhile, has been less dramatic. But a modestly-sized coterie of determined women players is emerging, and their story will be the subject of a future article. □

Chess master Shelby Lyman was "chesscaster" of the historic public television coverage of the Fischer-Spassky and Karpov-Korchnoi matches and is a syndicated columnist.

PROBLEMS: Match wits with Chiburdanitze and Gaprindasvili

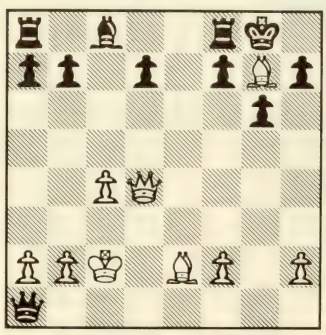
Answer Drawer, page 62

EASY: Tallin, 1977
Black: Akmilovska



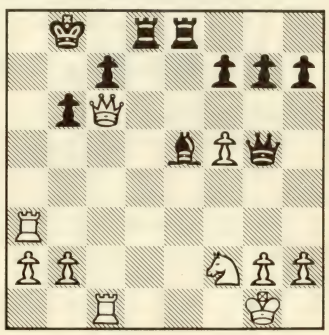
White: Chiburdanitze
A. White to move and win a piece.
Hint: The Black rook nearest the center is overburdened.

MEDIUM: Dortmund, 1974
Black: Servati



White: Gaprindasvili
B. White to move and win.
Hint: Stop Black's one defensive resource.

HARD: Sandomierz, 1976
Black: Gaprindasvili



White: Sznapik
C. Black to move and win material.
Hint: There is a flaw in White's defense of his back rank.

WORD ROW

Chemical Changes

by Dmitri A. Borgmann

Playing with words sometimes leads to interesting results. Take the innocent word DALE, for instance. Rearrange its four letters. Presto! You have LEAD, one of the chemical elements.

In the same fashion, you can juggle the letters of GROAN around to spell ARGON, another element. Yet again, consider the word LIVERS: it may be transposed to give you SILVER, a third element.

There are scores of English words, terms, and names exhibiting the same property. Listed below are twenty-four of them. Each one can be converted into a different chemical element simply by anagramming its letters suitably. How many of the twenty-four different elements disguised here are you able to spot without checking a list of the elements in an almanac or dictionary?

One way of making the puzzle easier to solve is to keep in mind that most of the names of the elements end with the suffix -IUM; therefore, if you see the three letters, I, U, and M in one of the given words or names, you can be almost certain that they are the last three letters of the element name you want. Accordingly, place them in proper position and concentrate on the remaining letters.

1. ADORN
2. MISCUE
3. ECKLIN
4. ODIUMS
5. UMBRIA
6. IMBUER
7. UREMIC
8. GEONYX
9. HUMIDOR
10. RACINES
11. INHUMER
12. BURMITE
13. TENORING
14. UNMOBILE
15. MUSCADIN
16. SEMILUNE
17. UNIMATIC
18. GUNNETTS
19. NEUROFIL
20. ANTINOMY
21. MULTIRULE
22. UNIGRAMME
23. UMBERLIKE
24. MUNICHETTE

If that was too easy, try to rearrange the letters in each of your twenty-four answers to spell some word, phrase, or name other than those given above. For example, after turning DALE into LEAD, you could have anagrammed the word back to DEAL or LADE.

I have succeeded in rearranging the letters of only twelve of the twenty-four "word" clues listed above into additional, reasonably plausible English words, terms, phrases, or names. Can you do better?

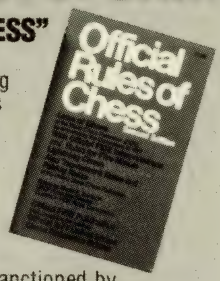
Answer Drawer, page 62

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in Word Ways, The Journal of Recreational Linguistics.

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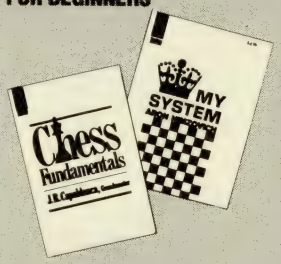
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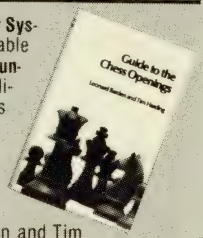
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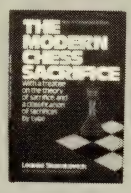


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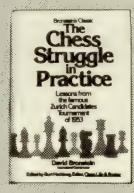
FOR ADVANCED PLAYERS



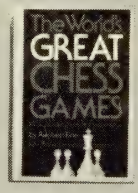
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Account Number _____ Exp. Date _____

Signature _____

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PHOTO CRIME

Augustus Fox, Private Investigator
Case: THE STAR OF BENGAL
story and photos by Ken Robbins

Memo to: Operatives Reggie Baldwin and Paul Sander
From: Augustus Fox

Three days ago an international band of jewel thieves made off with the Star of Bengal diamond. The International Police believe that the thieves are in this country with their booty. It is perhaps a long shot, but I want you to stake out the house of Eddie "Hot Rock" Hannibal, the only professional fence with sufficient sangfroid to attempt the purchase of such a hot item. He resides at 129 East 19th Street in Manhattan. Follow him closely and report as usual.

Report:

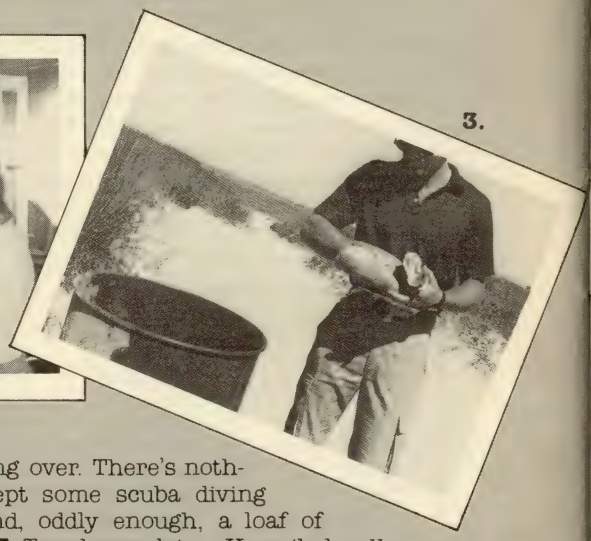
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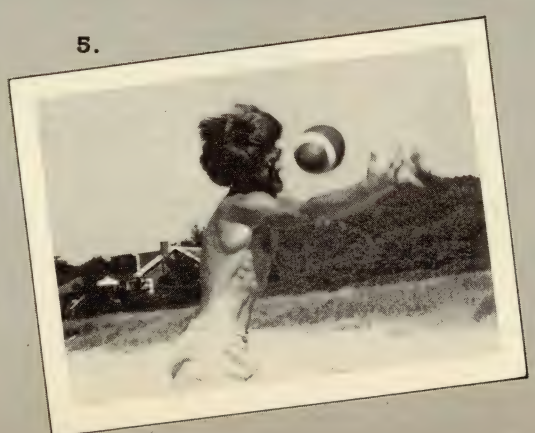


1. After fifteen hours of (boring) surveillance, we finally get what looks like a break. At 11:00 A.M. the suspect starts loading some heavy-looking equipment in the trunk of his car and then takes off. Paul and I follow, as instructed. **2.** An hour and a quarter outside the city on N.Y. 495, Hannibal stops at a diner. I follow him inside and have the pleasure of watching him eat three hot dogs with everything and a root beer. I guess he's got a cast-iron stomach. In the meantime, Paul takes the opportunity to pick the lock on his car and give it a quick but thorough going over. There's nothing in it except some scuba diving equipment and, oddly enough, a loaf of white bread. **3.** Two hours later, Hannibal pulls up at a place called Maidstone Beach, in East Hampton. He gets out of the car, takes the bread from the trunk, and proceeds to hollow out the loaf, like he's going to hide something in it, you know? And then it's the darndest thing, Boss, because he throws that hollow crust away and then, get this, stuffs the insides in his trouser pocket.

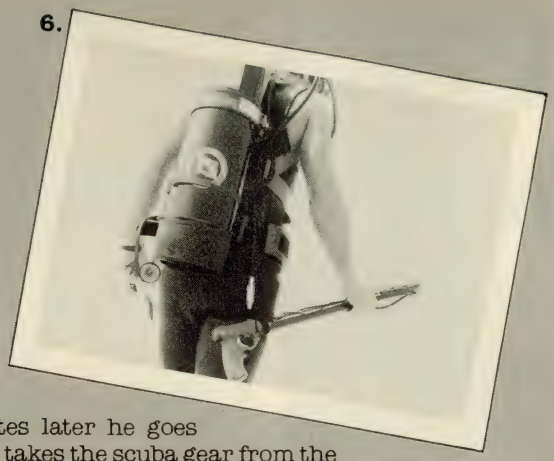
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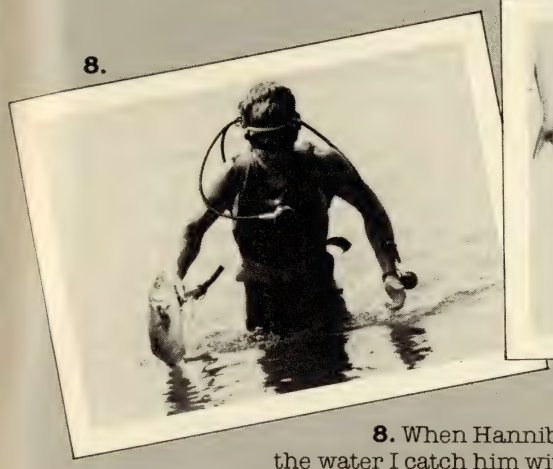
4. Then he goes into a rest station (empty, I check) and changes into a swimsuit. He lounges around the beach for about an hour, and briefly gets involved in a game of touch football. **5.** I have him covered with the 1000 mm. Teletessar the whole time. Take it from me, Boss, this guy is not a football player.



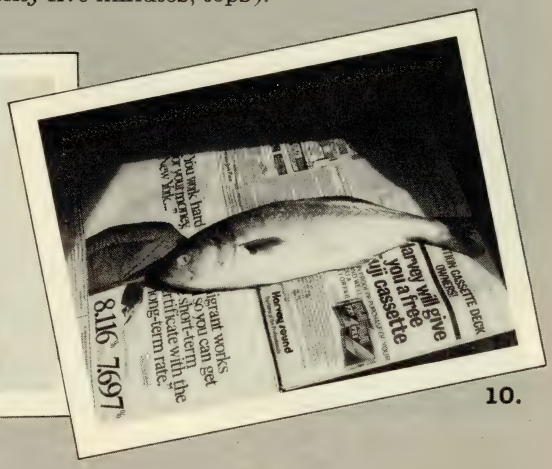
6. Forty minutes later he goes back to his car, takes the scuba gear from the trunk, and changes right there in the car. Then he heads for the water with a spear gun in his hand! **7.** Not having any diving stuff, Paul and I watch Hannibal disappear



from view. Paul goes off to keep watch on the rest station and I cover the shore the whole time Hannibal is underwater (twenty-five minutes, tops).







8. When Hannibal comes out of the water I catch him with the 250 mm. zoom. **9.** He has a damn fish on the end of his spear gun. That's it. A hundred crummy miles on the Long Island Expressway to watch this joker go spearfishing! **10.** He leaves the fish in the car and goes off to the rest station (still empty) to change into his clothes. Paul says maybe we better check the car again, just to be sure Hannibal hasn't pulled a fast one. So we sneak up and have a look (the trunk's open) but there's just this dead bluefish. It stinks like blazes, so we hightail it back to our car. When Hannibal gets back in his car we follow him toward what is probably gonna be The Big Apple, but within ten minutes our car breaks down and we lose sight of him. We're forced to take the Long Island Railroad home, which I assure you, Boss, is ample punishment for blowing the tail.

Conclusions:

Geez, Boss, this bimbo may be the world's biggest fence, but if he bought himself any hot property today (ahem, I mean before we lost him) then I'll be darned if I know how he did it. I'll stake out his house again tomorrow, if you want, but I think we're barking up the wrong tree.

I know this is the wrong time to bring it up, but the car was getting pretty old and seeing that it's not running anyhow, you think this might be a good time to spring for a new one?

Memo to: Reggie Baldwin
From: Augustus Fox

Reggie, you are a fine young man and I am very fond of you, but you are also, at times, an insufferable fool. If you thought less about photography and new cars, and more about what is going on before you, you would be a far better detective. Hannibal has purchased the diamond right under your nose, and I daresay long since gotten rid of it as well. If you will stop by the office at 3:40 this afternoon, I shall endeavor to explain your mistakes to you.

There is nothing wrong with the car. I will explain that too, when I see you. You will be prompt, won't you?

The astute reader will undoubtedly arrive at an explanation before Reggie meets with Fox. Answer Drawer, page 62.

A Meeting of Master Minds

International Tournament Is Again Dominated by Youth

by R. Wayne Schmittberger

Fast and accurate thinking was rewarded at the second World Master Mind Championship, held last November at the picturesque Welcombe Hotel near Stratford-upon-Avon, England. The eleven national champions who participated included such diverse types as an Oregon forest fire controller, a New Zealand dustman, and a Polish television producer.

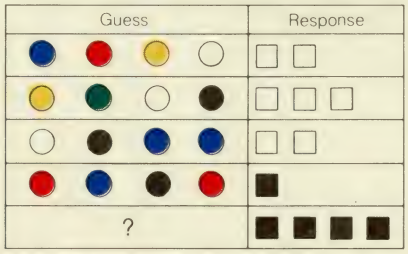
The main event was accompanied by a number of sideshows. Mr. Master Mind, the mysterious gentleman depicted on the game box, landed by helicopter on the final green of the hotel's nine-hole golf course and mingled with the players, but remained anonymous. Invicta Plastics Ltd., manufacturers of Master Mind and sponsors of the tournament, made helicopter rides available to contestants and guests, as well as a visit to Shakespeare's birthplace, a tour of local pubs, and an evening at the Royal Shakespeare Theatre, featuring the rarely performed (not without cause) *Antony and Cleopatra*. Professor Leslie Ault, author of two books on Master Mind, gave tests to the players the day before the tournament in his continuing attempt to find out what makes certain people excel as game players. As it turned out, his attempts to predict the top finishers were somewhat hampered since most of the players, in preparation for the opening round of play, preferred getting a good night's sleep to completing a 187-question personality profile.

The first day's competition involved problem solving: each contestant was given identical information, in the form of guesses and responses, sufficient to solve a hidden code of four colors. A perfect score of 10 points was awarded for solving a problem in the first thirty seconds, 9 points for solving it in the next thirty seconds, and so on. (In one round, fifteen-second intervals were used instead.)

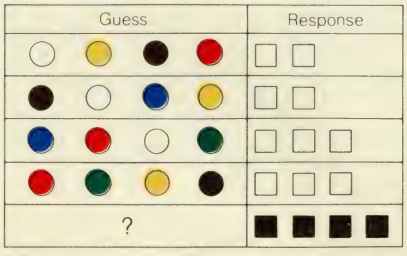
The second day featured head-to-head competition, the most familiar form of the game, but with an important wrinkle: not only were 6 points earned for guessing the opponent's code in fewer rows than it took your opponent to guess yours, but both winner and loser could score up to an additional 10 points for sheer speed, as determined by the same thirty-second interval scoring method that had been used the previous day.

As David Pritchard, editor of *Games & Puzzles* and creator of the tournament problems, finished reading the first problem of round one, the contestants set about studying the information they had been given and moving colored pegs about on their boards—all, that is, ex-

How Would You Have Fared?



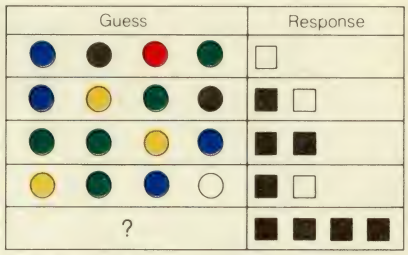
Problem 1



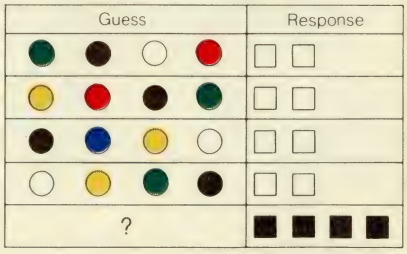
Problem 2

Here are four problems taken from the tournament. The basic version of the game is used throughout: any of six colors (red, blue, yellow, green, white, black) is possible in each position; any color may be repeated; "blank" code positions are not allowed. Each guess is represented by a row of colored circles and each response by a group of black and white squares. A response consists of one black square for each circle that is correct in both color and position, and one white square for each circle that is correct in color but incorrect in position. A black square takes precedence over a white square.

Score: 10 points for each correct solution arrived at within 30 seconds, 9 points if correct within 60 seconds, and so on down to 1 point for a correct solution within 5 minutes.



Problem 3



Problem 4

Answer Drawer, page 62



Photo by Roger Verhulst

World Champion John Searjeant contemplates his next guess.

cept John Searjeant, the sixteen-year-old defending world champion from Nottingham, England, who raised his hand instantly to indicate that he had the solution. Throughout the tournament, Searjeant played quickly and effortlessly, a perfect model of relaxed concentration. By the end of the first day's three rounds, he had built up a sizable, though not insurmountable, lead.

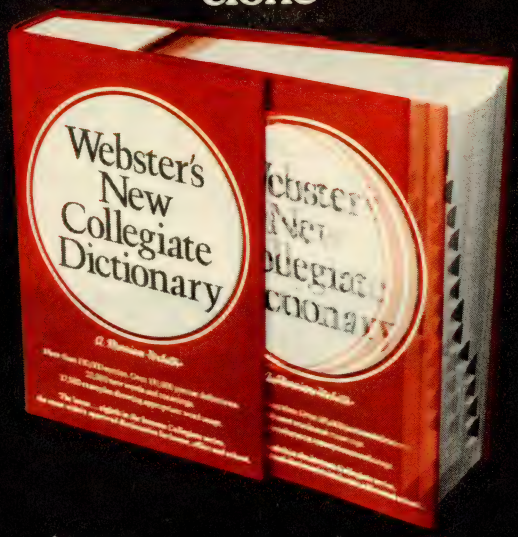
Some players lagged far behind, with scores not reflective of their true abilities. U.S. champion Teresa Mee, who had proven herself to be a formidable opponent in the pure head-to-head competition in Chicago the week before, seemed unable to adjust to the problem-solving, speed-oriented format until the third round—and by then she was out of contention. Head-to-head play emphasizes the ability to make initial guesses that will yield the maximum information about the hidden code, and it also involves minor elements of psychology in choosing a code that the opponent may have trouble guessing. Like several other contestants, however, Mee found that the skills being measured in the world championship were different from those that had enabled her to qualify for it. A uniform format for all qualifying events would insure that players entering future world championships do so on an equal footing.

The second day of play opened with a round of head-to-head matches of three games apiece, played on table-sized Master Mind boards for the benefit of spectators.

Eighteen-year-old Cindy Forth of Lakefield, Ontario, had the seeming misfortune of being "odd-person out" and drawing as her stand-in opponent Master Mind expert Professor Ault. Not at all intimidated, she won two games out of three, by scores (in rows) of 4-5, 4-5, 5-3, to remain in second place. The four semifinalists, chosen after that round on the basis of cumulative points, were Searjeant, Forth, Tomas Gislason (age 13) of Iceland, and Martin Marshall (25) of New Zealand. A large crowd had gathered by then and applauded each time a

(continued on page 56)

clone



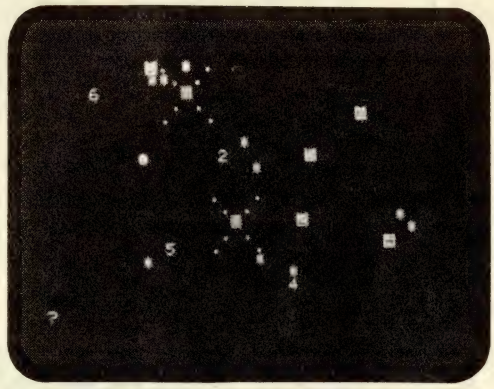
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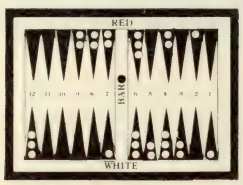
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A Meeting of Master Minds

(continued from page 55)

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As in the previous year's tournament, youth was victorious. The three top finishers, all students, were among the four youngest players in the tournament. According to Professor Ault, the chief reason for this was the tournament format's great emphasis on speed: Teenagers can think more quickly than older persons because the speed at which human nerve impulses travel to the brain begins to slow down by age twenty. It would therefore have been next to impossible, Ault reasoned, for any of the older contestants to have won.

Speed, of course, is one of the fairest and most practical ways to distinguish among different persons' abilities at Master Mind. Head-to-head competition, for example, has the problem of containing a certain element of chance—a lucky first guess might reveal all four colors, or a player might consistently make the right guess after having eliminated, say, all but two.

There was some talk of de-emphasizing speed in next year's tournament, in order to open up the championship to a wider age group. One way to do this, suggested by Ault, would be to use a head-to-head format but to allow the code-maker to change the hidden code *at any time* during a game, provided that all information given previously during the game in response to the codebreaker's guesses remains correct. But no matter how the rules are changed, it may be difficult to beat Searjeant. □

GAMES Associate Editor Wayne Schmittberger was Invicta's guest at the tournament.

The Doubling Cube: Handle With Care



No one knows who invented the doubling cube—or the exact year of its appearance. But the great Oswald Jacoby, who first learned backgammon in 1929, recalls that the cube was already around by then: "As with the inventor of fire or the wheel," he observes, "the genius who devised the doubling cube in the 1920s will remain anonymous for all time."

Very little has been written about the cube because knowing when to double or when to accept or drop an opponent's double is primarily a matter of skilled personal judgment, not textbook knowledge. Nevertheless, a few concrete guidelines can be given. In general, you can offer your opponent a double when you have a two-out-of-three chance of winning the game and a redouble when your chances are three out of four. The

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you would (on the average) the four games and lose three. With the cube at 2 this would mean losing −6 and gaining +2, so your net loss would be −4! Thus, you lose nothing by taking in a one-out-of-four situation. The classic case occurs in Diagram 2, where White should double and Red should take. Red will lose most of the time, in fact 26 out of 36 times, so his net loss will be 16 games in 36—with the cube at 2, the loss is then 32. If Red drops all 36 times, however, his loss with the cube at 1 will be 36. By taking, he therefore saves an average of 4 points in 36 games. Note that on the last roll of a game a player should double or redouble with only a slightly better than even chance of winning, because at the final roll there is no danger that the opponent will be able to turn the cube any higher.

The odds concerning the cube change dramatically in tournament play, where a player far ahead in a match is ultra-conservative with the cube in doubling, and a player way behind is trigger-happy with it. In Diagram 3 White, ahead 13-5 in a 17-point match, refused to redouble even though his probability of winning the game bordered on a sure thing. He was afraid that Red would take and turn [illegible] and the game would [illegible] Should you redouble?

Answer Drawer, page 62

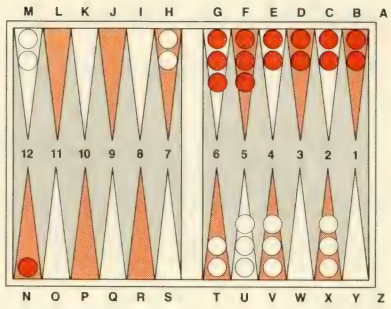


Diagram 1

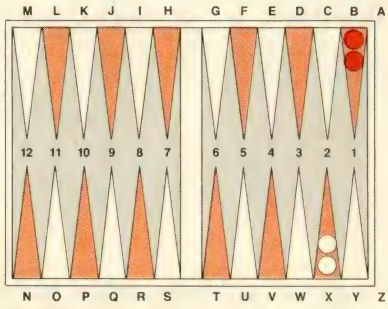


Diagram 2

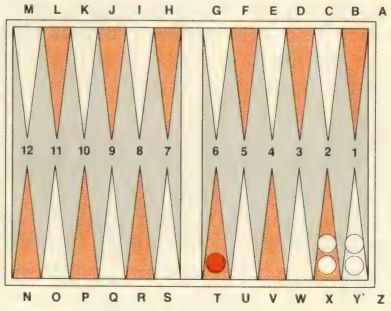


Diagram 3

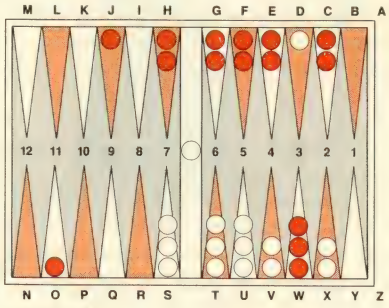


Diagram 4

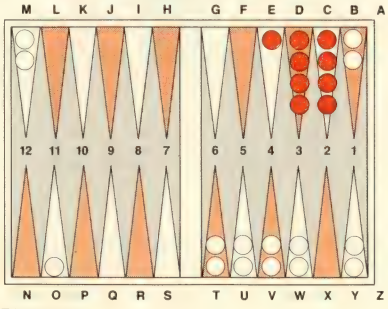


Diagram 5

Prince Joli Kansil, top-ranking player in Hawaii, is author of The Backgammon Quiz Book *(published by Playboy Press) and is the inventor of Bridgette and several other games.*



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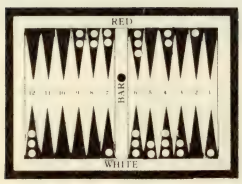
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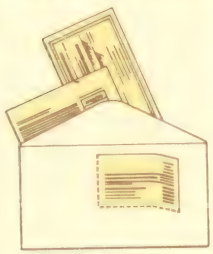
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(continued from page 55)

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No one knows who invented the doubling cube—or the exact year of its appearance. But the great Oswald Jacoby, who first learned backgammon in 1929, recalls that the cube was already around by then: "As with the inventor of fire or the wheel," he observes, "the genius who devised the doubling cube in the 1920s will remain anonymous for all time."

Very little has been written about the cube because knowing when to double or when to accept or drop an opponent's double is primarily a matter of skilled personal judgment, not textbook knowledge. Nevertheless, a few concrete guidelines can be given. In general, you can offer your opponent a double when you have a two-out-of-three chance of winning the game and a redouble when your chances are three out of four. The reason for needing a stronger position to redouble is that the cube is in your sole possession before the redouble, a valuable asset, rather than in neutral territory as it is at the start of the game. In Diagram 1, leaving aside potentially important factors such as the score of the match and the temperament of one's opponent, White should double; but if the cube were already on his side, he should not redouble unless and until he succeeds in hitting Red's blot (a 24-out-of-36 chance). If he unwisely redoubles first and then misses the blot, Red would turn the cube to 8 as soon as he makes it home, and White, unless he has thrown some remarkably high numbers, would have to decline.

The probability guidelines in deciding whether to accept or decline a double or redouble are markedly different from those for offering one. In general, you should accept a double or redouble when you judge that you have a one-out-of-four chance of winning—provided that the chances your opponent will earn a gammon are nil. Why only one out of four? Let's say you are doubled in four games and have a 25 percent chance of winning in each one. If you drop all four times, your net loss is −4. If you accept the double in all four cases, however, you would (on the average) win one of the four games and lose three. With the cube at 2 this would mean losing −6 and gaining +2, so your net loss would be −4! Thus, you lose nothing by taking in a one-out-of-four situation. The classic case occurs in Diagram 2, where White should double and Red should take. Red will lose most of the time, in fact 26 out of 36 times, so his net loss will be 16 games in 36—with the cube at 2, the loss is then 32. If Red drops all 36 times, however, his loss with the cube at 1 will be 36. By taking, he therefore saves an average of 4 points in 36 games. Note that on the last roll of a game a player should double or redouble with only a slightly better than even chance of winning, because at the final roll there is no danger that the opponent will be able to turn the cube any higher.

The odds concerning the cube change dramatically in tournament play, where a player far ahead in a match is ultra-conservative with the cube in doubling, and a player way behind is trigger-happy with it. In Diagram 3 White, ahead 13-5 in a 17-point match, refused to redouble even though his probability of winning the game bordered on a sure thing. He was afraid that Red would take and turn the cube right back, and the game would be at 8; then a lucky roll of double 5 or double 6 would suddenly make the match score 13-13.

The late John R. Crawford, who was one of the finest players of the game, redoubled to 8 as White in the situation shown in Diagram 4. He was playing Walter Cooke, another superb player, who was leading the 17-point match 5-1. Few players would redouble in this situation, but it is presented to show that there is very little consensus on the use of the doubling cube even within the top echelon of players. Crawford reasoned that if he lost the game, he would be behind 9-1, and, even worse, if he was gammoned, he would be down 13-1; thus, with the loss of the match a very real possibility, he felt he had nothing to lose by turning the cube to 8. Unfortunately, he did not throw the 6-3 or 6-1 he wanted, and he was gammoned, ending the match.

In Diagram 5 you are White in a match to 7 points. How would you handle the doubling cube in the following situations: (a) The score is 5-2 in Red's favor, and he doubles you. Should you take? (b) The score is 4-1 with Red winning, and he redoubles you to 4. Should you accept? (c) It is your turn with the cube on your side at 2. Red is ahead 3-2. Should you redouble?

Answer Drawer, page 62

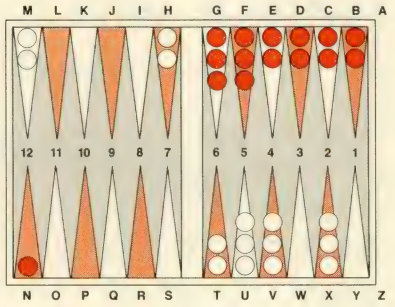


Diagram 1

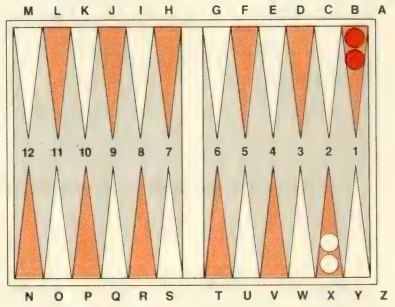


Diagram 2

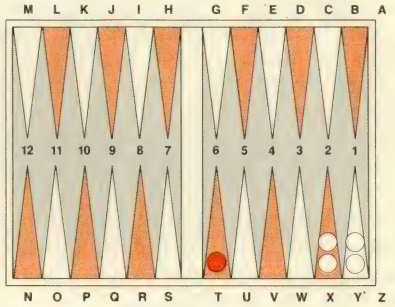


Diagram 3

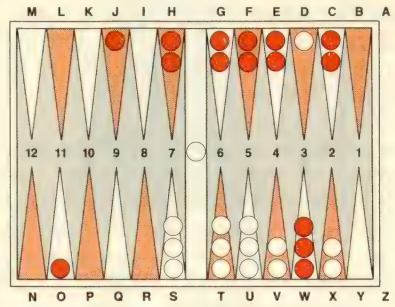


Diagram 4

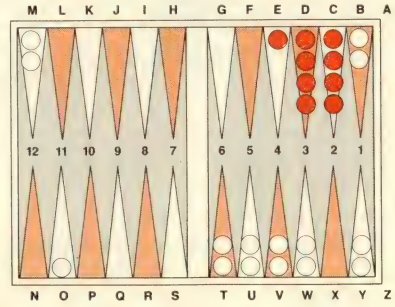
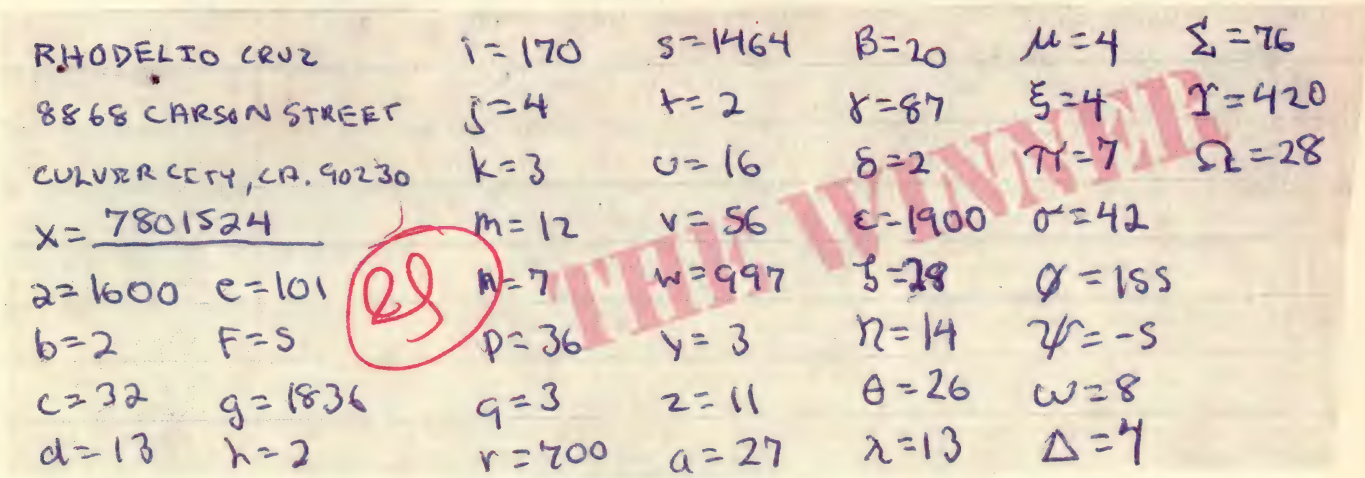


Diagram 5

Prince Joli Kansil, top-ranking player in Hawaii, is author of The Backgammon Quiz Book *(published by Playboy Press) and is the inventor of Bridgette and several other games.*

Contest Results


RHODELIO CRUZ
8868 CARSON STREET
CULVER CITY, CA. 90230
X = 7801524
a = 1600 e = 101
b = 2 F = 5
c = 32 g = 1836
d = 13 h = 2
i = 170 s = 1464 B = 20 μ = 4 Σ = 76
j = 4 t = 2 γ = 87 ξ = 4 Υ = 420
k = 3 u = 16 δ = 2 π = 7 Ω = 28
m = 12 v = 56 ε = 1900 σ = 42
n = 7 w = 997 ζ = 28 φ = 155
p = 36 y = 3 η = 14 ψ = -5
q = 3 z = 11 θ = 26 ω = 8
r = 700 α = 27 λ = 13 Δ = 4
29
THE WINNER

Winning entry blank submitted by Rhodelio Cruz, with judge's validation in red.

Calculatrivia Mania

Even a week before the deadline arrived, Calculatrivia had become our most popular contest ever, with more than 10,000 readers having entered up to that point. Then the mania struck.

In the final week, and in the week following the deadline, we received so much mail that even now we are still counting it. Thirty, maybe forty thousand additional entries. At the peak, our midtown Manhattan post office told us that half of all letters coming into their station were addressed to us. Then on the final day, dozens of people called in a vain attempt to submit their entries over the telephone, while hundreds of others tried desperately to beat the deadline by such means as telegrams, Federal Express, and personal messengers.

But the biggest surprise of all was the large proportion of correct entries—somewhere around forty percent. Given the tremendous amount of time spent by so many to solve for X, we wish that more could have won prizes, or at least recognition for their efforts. But, as many people remarked, simply completing the contest was something of its own reward, not unlike the satisfaction of finding all the missing items on a scavenger hunt. There were those, for example, who eagerly confessed to calling up physics professors, mariners, musicians, and game companies for help with some of the questions, and one who even telephoned Katharine Hepburn to confirm that she had won three Oscars for Best Actress. There was also the fifth grade class whose entry was submitted with a worksheet which filled up the entire floor of our offices when it was unrolled.

A number of readers called us with questions of interpretation which, of course, we could not answer during the contest. The question that may have been missed most frequently was the number of hours difference between Atlantic Standard and Pacific Standard Times, the answer being 4, not 3 (Atlantic Time is one zone east of Eastern Time), and also not 20, since going around the globe the long way would be a perverse interpretation of the question. The number of times that the word "ten" is spelled out on a ten dollar bill was not, as some thought, intended to include the appearance of the letter sequence TEN in the phrase "legal tender." Another common question involved the number of books preceding Ruth in the Old Testament. While it is true that a different answer from the one intended is obtained if one looks in the Hebrew Scripture, the reference to "Old Testament" suggested that the answer be sought in a Bible containing a New Testament. Still other contestants wondered whether "three" rhymes with "twenty" or whether "gallon" could have meant "imperial gallon"; but, as stated in the rules, the more reasonable interpretation of the question was the one that was correct in each case.

As for the equation itself, the only noticeably recurring error was that a number of readers mistook j to the k power for j times k. The irrational number resulting from such a misinterpretation should have been a warning sign, as it was inconsistent with Rule 4, which required the answer to be expressed as either an integer or a proper fraction. The arithmetic, as many contestants must have discovered, was not quite as hard as it looked, though it was by no means easy. After inverting the second big fraction and multiplying, it was possible to reduce both numerator and denominator by certain common factors—"nice" numbers like 37, 61^2, 103, 211, and 3107. Judging from the appearance of many entries, an error in determining the value for even a single variable often made these cancellations impossible and led to disaster for the contestant. It was not uncommon to receive entries, for example, having as an answer a twenty-digit number followed by a fraction with a thirteen-digit numerator and a fifteen-digit denominator.

The winner, chosen by random drawing from among the entries with the correct answer, is Rhodelio Cruz of Culver City, CA. He will receive the grand prize of a 16K Apple II Home Computer System from the Computer Factory, New York, NY. His entry has been reproduced above. The four runners-up, also chosen by drawing, are Ronald J. Perrine of Benton Harbor, MI; John Janoch of Bedford, OH; Alan Tritter of Yorktown Heights, NY; and Lawrence G. McMillan of Randolph, NJ. Each will receive a GAMES T-shirt.

And finally, to answer the question raised by the contest's subtitle: No, this will definitely not be our last Calculatrivia Marathon.

—R. W. S.,
contest author and administrator

Droodle Zania

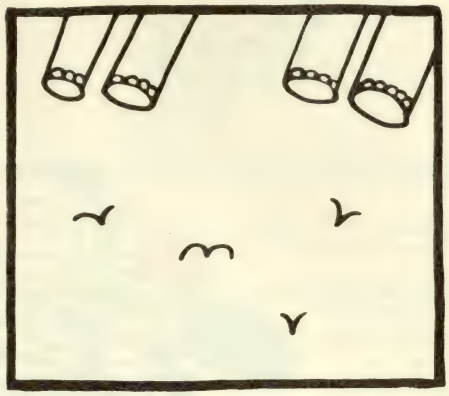
Reader response to the Droodles Contest (November/December) surprised and delighted me, both in number (immense) and in quality (splendid). Over two thousand of you sent little scraps of paper demonstrating that the readers of this magazine are not only intelligent and clever, but also devious, mysterious, tricky, and deceptive. All of the above are qualities found in the mature Droodler.

A few of the more common "classic" entries pictured giraffes walking by windows; witches doing this or that but mostly the other; and oranges and eggs wearing bikinis or less.

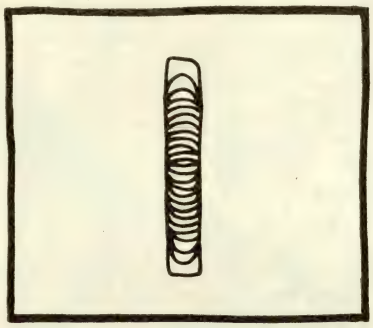
The coefficient of pure abstract silliness (one of America's greatest assets), was quite high. Many Droodles were, I thought, very, very funny but too esoteric to be chosen as winners (a handsome swine billed as "Centerfold of a male chauvinist magazine," for example).

Now it's your turn to decipher the Droodles. E. L. Bland, whose Droodle appears at left, wins the Odyssey² video game from Magnavox. The runners-up, whose Droodles appear below, will receive a copy of my book, *Droodles #1*. We've provided the titles for three of the winning entries, and leave you to puzzle over the identity of the others.

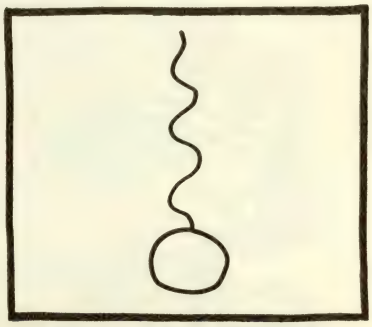
—Roger Price



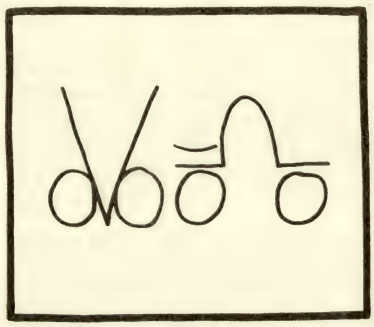
1. E. L. Bland, Newberry, SC



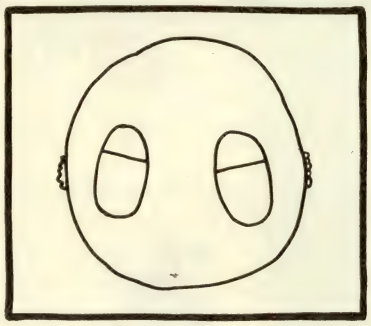
Quarter on it's way into piggybank
Karin Dickson, Brooklyn, NY



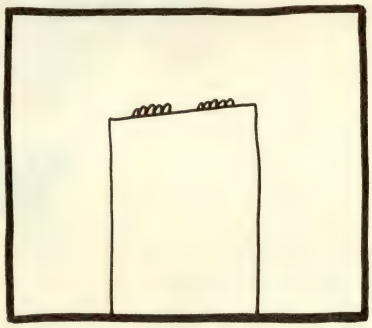
Bird's eye view of flagpole
Marla Raff, Ann Arbor, MI



A voltwagon pulling a mobile ohm
Linda Wilson, Efland, NC



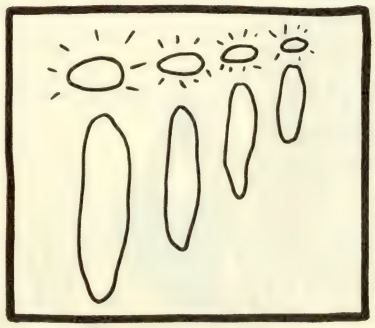
2. Pat Reinken, Great Falls, MT



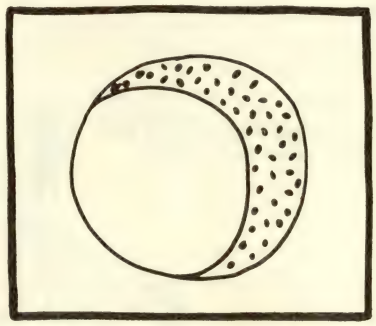
3. David Morrison, Mulkeytown, IL



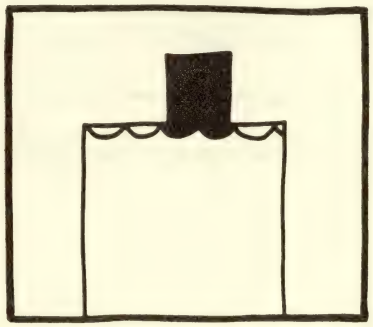
4. Peg Chandler, Irvington, NJ



5. Shawn McNamara, Waterford, NY



6. Peter Wortmann, New York, NY



7. Gail Withers, Roseburg, OR

Answer Drawer, page 63

Getting To Know You

Grand Prize: Our artist paints your portrait.
Four Honorable Mention Prizes:
Complete Rhyming Dictionary by Clement Wood.

What's in a name? Everything, if you handle it right; and it's your name we're talking about. Just by introducing yourself to us you may gain fame (very fleeting) and fortune (very slight). And considering how forthright we've been in telling you who we are (page 4), there's no reason for you to be shy.

The introduction we're after is, however, a little unusual. What we want is a rhymed acrostic in which the first letter of each line, reading vertically downwards, spells your name and the verse tells us something about yourself.

The following nineteenth-century example may amuse you, and get you warmed up for the competition. It was one of over two hundred acrostics published in *Dick's Original Album-Verses and Acrostics* in 1879, a book that enabled any gentleman to send his loved one a personalized tribute.

Here is a name which, read it as you may,
A similar sweetness shows from either way.
No hardness there, no syllable to hiss,
No guttural sounds ring horrible in this;
And so its owner—scan her as you may,
Her charms the same rare excellence display.

For a contemporary example, the editors cajoled me into writing this acrostic about myself:

Gorgeous, sexy, tall and slim;
Lovely, charming, full of vim;
Owl-like, stays up half the night
Reading, writing—very bright!
Indeed she likes to rhapsodize;
And also tells a lot of lies!

Now it's your turn. You may use your first *or* last name, *or* a nickname, but please use only one name. Choose any rhyme scheme you like. There is no minimum or maximum number of lines, but you must use one line for each letter of your name. The Grand Prize will go to the entry we enjoy the most, and there will be four runners-up. Please type or print your entry on a separate sheet of paper and be sure to attach it to an entry blank.—Gloria Rosenthal



Clip or copy this coupon, attach it to your entry, and mail to: **Getting to Know You, GAMES Magazine, 515 Madison Avenue, New York, New York 10022.**

Name_____

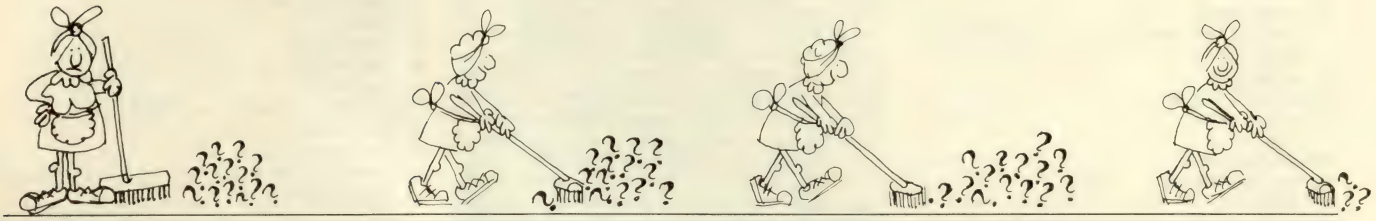
Address_____

City_____

State_____ Zip_____

Entries must be received by April 2, 1979. Each entry must be mailed in a separate envelope, and the envelope must contain *only* the entry and entry blank. All entries become the exclusive property of GAMES. No submissions will be returned. Void where prohibited by law.

ANSWER DRAWER



Cover Illustration

The *Saturday Evening Post* ran the following "Answer Drawer" when the illustration first appeared on its cover thirty-six April Fools' Days ago. A few of the items listed may not seem at all incongruous to contemporary readers, which just goes to show how times have changed. "There are at least forty-five major April fooleries in Norman Rockwell's April-fool cover. If you can find twenty-five of them you are shooting par. If you can find thirty-five you're bogey-plus, and if you find more than that, you ought to start discovering new stars with the naked eye.

"To check your score, the principal April fooleries in the painting are: the trout, the fishhook and the water, all on the stairway; the stairway running behind the fireplace, an architectural impossibility; the mailbox; the faucet; wallpaper upside down; wallpaper has two designs; the scissors candlestick; silhouettes upside down; bacon and egg on the decorative plate; the April-fool clock; the portraits; ducks in the living room; zebra looking out of the frame; mouse looking out of the mantelpiece; a tire for the iron rim of the mantelpiece; medicine bottle and glass floating in the air; fork instead of a spoon on the bottle; the old lady's hip pocket; the newspaper in her pocket; her wedding ring on the wrong hand; buttons on the wrong side of her sweater; crown on her head; Stillson wrench for a nutcracker in her hand; skunk on her lap; she is wearing trousers; she has on ice skates; no checkers on checkerboard; wrong number of squares on checkerboard; too many fingers on old man's hand; erasers on both ends of his pencil; he is wearing a skirt; he has a bird in his pocket; he is wearing roller skates; he has a hoe for a cane; billfold on string tied to his finger; milkweed growing in room; milk bottle on milkweed; deer under chair; dog's paw on deer; mushrooms; woodpecker pecking chair; buckle on man's slipper; artist's signature in reverse." © 1943 The Curtis Publishing Co.

The People Who Bring You Games (Pages 4, 5)

If you noticed that the sequence of men and women in the photos is the exact reverse of the order used in the biographic briefs, you might have cracked our simple code: the descriptions are alphabetical by last names, beginning with Chip (Block) and ending with Phil (Wiswell) and the photos simply reverse that order, beginning with Wiswell and ending with Block:

Top row, left to right:
- Phil Wiswell
- Linda Verdun
- Carmen Tricarico
- Ronnie Shushan

Second row:
- Will Shortz
- Wayne Schmittberger
- Hugh Robertson
- Shelia Phillips
- Rosella Pellegrino

Third row:
- Reba Palker
- Wendy Palitz
- Lillian Nahmias
- Marty Moskof
- Deirdre McGowan
- Pat McCabe

Fourth row:
- Karin Kincheloe
- John Jacobson, Jr.
- Lisa Feder
- Jan Elstun
- Mike Donner

Fifth row:
- Roy DeVries
- Jerry Calabrese
- Linda Briggs
- Chip Block

Sate With Scotchograms (Page 17)

1. I'm never as happy as I am when I'm with you dear, love and kisses.
2. Do not bet on the race horses; a word to the wise is sufficient.
3. Thank you very much for the tip, I've reformed at last.
4. Don't mention it, old sidekick, you'd have done the same for me.
5. Can you spend this weekend with us in the country? Wire the minute you know.
6. I think you ought to have waited a while.
7. Having a first rate time; wish that you were here.
8. What's the matter, did you have a fight?
9. Congratulations. Just this minute heard what happened over at your house.
10. It's a harrowing experience all right.
11. Love and kisses for a nice girl.
12. Please wire forty-five dollars to pay landlady; she's kind of sore.
13. The dean gave me the gate today and my old man's sore as a pup.
14. Art is in jail again; wire me all the money you can to bail him out.
15. Isn't this beautiful weather for the vacation?

Knight's Tour of Arizona (Pages 18, 19)

First Problem:
Any one of the fourteen solutions given below for the second problem will do.

Second Problem:

Mohave (A)	A H M K I B D L E C N F G J
Coconino (B)	B D L E J M G N I K C H A F
Navajo (C)	C L E J G B D F A H N I K M
Apache (D)	D L A F N H C E I B G J M K
Yavapai (E)	E J G F N C L D B I K M H A
Gila (F)	F A H C K I N G M J E L D B
Yuma (G)	G B D F A H N I C K M J E L
Maricopa (H)	H M K I B D F A L E C N G J
Pinal (I)	I B D L E J G F N C K M H A
Graham (J)	J G F N C E L D B I K M H A
Greenlee (K)	K M J G B I E C H N F A L D
Pima (L)	L E J M K C I N H A F D B G
Santa Cruz (M)	M K I N H A F D B G J E L C
Cochise (N)	N F A H C L E J G B D I K M

Third Problem:
. . . AHMKIBDLEJGFNC . . .
This solution is of course reversible and can begin or end at any point in the sequence.

We do not believe that any of our solutions are unique. You may well have found other correct tours.

Games & Books (Page 43)

Krypto

$25 + 2 = 27$; $27 \div 9 = 3$; $3 \times 5 = 15$; $15 + 8 = 23$.

Words At Play

1. Much ado about nothing.
2. Six of one, half a dozen of another.

Logic (Page 41)

THE SPY: If Louis' first answer is false, then he is the spy. If he is the spy, then his second answer that he doesn't know who the spy is, is false also, because he would know that *he* is the spy. This is impossible, since only one of his answers can be a lie. Therefore, his first answer is true: he is not the spy.

If Ira's first answer is false, then he is the spy. If he is the spy, then his second and third answers must be true: (2) Edward is not the spy, and (3) Louis is a U.S. citizen.

If Edward's first answer is false, then he is the spy and his second and third answers must be true: (2) Louis doesn't know who the spy is, and (3) Ira told the truth when he said that Louis is a U.S. citizen. But if both Edward's second and third answers are true, then *all* of Louis' answers must be true. But that is impossible—one of Louis' answers *must* be a lie. Therefore, either Edward's second or third answer must be false, and his first answer that he is not a spy is true.

Obviously, then, Ira is the spy. And since Ira's second and third answers are true, Louis is indeed a U.S. citizen. Therefore, Louis lied when he said that he didn't know who the spy was, and Edward lied when he said that Louis didn't know who the spy was. And Ira lied when he said that he wasn't the spy.

LINGO LOGIC: Louise, who doesn't speak English, Russian, French, or German, must speak Chinese and Spanish. Since Ivan doesn't speak Chinese, he and Louise must converse in Spanish. Since Wong can't understand Louise, he isn't the second Chinese-speaking student; nor does he speak English or Russian, so his languages are French and German. He can talk with Juan, who doesn't speak German, so they converse in French. Juan, in turn, can communicate with Gretchen, but not in Chinese or English; his second language must be Russian. Gretchen's other language, in which she can talk with Ivan, isn't German, which Ivan doesn't speak, so it is English. Sean, by elimination, speaks Chinese and German.

EIGHT-BALL: Since a score of 61 wins and Fingers finished with 75, he must have just sunk the 15-ball or he would have already won. If Slow Sidney hasn't any blue or purple balls, then Fingers has the 2- , 4- , 10- , and 12-balls. We know that the only remaining striped balls are the 9, 11, 13, and 14, and that two of them are Sidney's. We also know that the only remaining solid balls are the 1, 5, 6, 7, and 8, and that Sidney sank two of them. The only combination of two striped balls, two solid balls, and the 3-ball (which we know Sidney sunk) that totals 45 is the 3- , 7- , 8- , 13- , and 14-balls. Therefore, Slow Sidney sank the 8-ball.

Eyeball Benders (Pages 46,47)

1. Beaters from an electric mixer
2. Milk carton spout
3. Vitamin capsules
4. Concrete stairs
5. Open pack of chewing gum
6. Telephone cord
7. Box of aluminum foil
8. Toothpaste tube
9. English muffin
10. Sliding-bolt lock
11. Rubber glove

Word Row (Page 51)

1. RADON; AND/OR
2. CESIUM
3. NICKEL
4. SODIUM; MODIUS (an ancient Roman unit of measure)
5. BARIUM
6. ERBIUM; IMBRUE
7. CERIUM; M. CURIE (Marie Curie, co-discoverer of radium)
8. OXYGEN
9. RHODIUM; MID-HOUR
10. ARSENIC; CARNIES
11. RHENIUM
12. TERBIUM; IMBRUTE
13. NITROGEN; RENOTING
14. NOBELIUM
15. SCANDIUM
16. SELENIUM; SEMINULE (a small seed)
17. ACTINIUM
18. TUNGSTEN; NUGENT ST. (a street on Staten Island, New York, south of Latourette Park)
19. FLUORINE; FOUR-LINE
20. ANTIMONY
21. TELLURIUM
22. GERMANIUM
23. BERKELIUM; BRUMELIKE (foglike)
24. TECHNETIUM

Chess Problems (Page 50)

For algebraic notation (explained in September/October GAMES, page 64), see below.

A. White simply captures Black's bishop with her rook. Now whatever Black does she will be a bishop behind. For if she grabs the White rook which has captured the bishop, White will respond by immediately advancing her pawn to the eighth rank and promoting it to a queen. Black will then have to give up the rook in the corner for that queen.

B. White moves her queen along the diagonal to the right until it is adjacent (on the diagonal) to the White bishop. (The queen is now blocking the defensive advance of the Black pawn in front of the Black rook next to the Black king.) White now threatens to withdraw the bishop one square back and to the right with the threat of a mate by the queen on the square vacated by the bishop. There is no adequate defense to this threat.

C. Black captures the White rook (checking the White king) with her queen! White takes the queen which took the rook with his queen. Black's bishop captures the pawn nearest to the White queen with her bishop. Now if White's queen captures the bishop, Black's rook (the one further from the Black king) will advance seven squares forward and checkmate the White king. Therefore White cannot take the bishop but must instead move his queen to a safe square. Black will then play bishop takes rook. With two rooks and a pawn for the "sacrificed" queen, White will then have a winning material advantage as well as a strong position.

Algebraic notation

A. 1. Rc6xb6. If 1. . . . Rb8xb6; 2. d7–d8 (Q)+, Ra8xd8; 3. Rd5xd8+, etc.
B. 1. Qd4–f6, threatening 2. Bg7–h6 and 3. Qf6–g7 mate.
C. 1. . . . Qg5xc1+; 2. Qc6xc1, Be5xb2; 3. Q moves away (not 3. Qc1xb2? Re8-e1 mate), Bb2xa3, with the advantage.

Master Mind (Page 54)

To beat Searjeant's pace, you'd have needed an average score of about 9.5 per problem; for second place, 7 per problem; for third, 6 per problem; and for fourth, 5 per problem.

1. Black Blue Green Yellow
2. Green Black Red Blue
3. Yellow Yellow Yellow Blue
4. Red White Red Yellow

Photocrime (Pages 52, 53)

Reggie did indeed arrive at Fox's office promptly at 3:40. Possibly because of this uncharacteristic gesture of contrition on Reggie's part, Fox was feeling expansive.

"You needn't take too much blame on your shoulders, Reggie. This Hannibal is a rascally fellow and devilishly smart. And to give you your due, your photographs were indispensable to me in arriving at the truth of the situation. If, however, you would pay just a bit more attention to what you photograph you might have noticed (as I did with the help of a viewing glass) that photograph 7 reveals a second diver entering the water from a boat offshore just as Hannibal wades in. You might also have noticed that in photos 8 and 9, Hannibal emerges from the water without his weight belt. That certainly aroused my suspicions, but, dear boy, when you so colorfully describe a fish that "stinks like blazes" I knew exactly what had happened. The second diver had met Hannibal underwater. The weights in Hannibal's belt were indubitably gold or some other precious metal instead of lead, and they had been exchanged, still underwater, for a fish into which the diamond had been stuffed. Think on it, my dear boy. A freshly caught fish gives off only the barest trace of odor. But a fish that has been caught previously for the purpose of concealing a diamond, well, there's bound to be a fishy odor about that, eh lad?

"As to the surveillance car, I think you will find, when you return to it, that there is nothing seriously wrong with it. Being a clever fellow, and understandably sensitive about being followed, Hannibal simply wadded up the soft dough from inside the loaf of bread and introduced the resulting pliable mass to the tailpipe of your car. Undoubtedly he did this while you and Paul were so incautious as to *both* inspect his car, instead of one of you keeping watch on the rest station. In any case, your car ran for a while, until the exhaust fumes simply smothered all further combustion."

Backgammon (Page 57)

(a) No. Red will leave a shot only by throwing 6-6, 5-5, 4-4, or 3-3, a one out of nine chance; these odds are too slim even though he will go ahead 6-2 in the match when you decline.
(b) If you drop, the score will be 6-1, and you would have to win the next six games in a row—too great a feat to expect to accomplish. Thus, not only should you accept, but you should turn the cube to 8 at your next turn and make the entire match hinge on this one game.
(c) Yes! If you fail to hit, Red will very likely win a gammon and the match. Thus, you have very little to lose by redoubling even though your chances of winning are at best only one in three.

April Fools Crossword (Page 31)

In order to complete this puzzle correctly, you needed to write *nothing* as the answer to each clue. Happy April Fools' Day!

Warmup Puzzle (Page 25)

ACROSS

1 NOBEL. *Homonym* clue. NOBEL ("the annual prize") sounds the same as NO BELL ("dead ringer"). The homonym is indicated by the phrase "you might say."
4 SALON. *Anagram* clue. The word LOANS anagrammed makes SALON ("a beauty parlor"). The anagram is indicated by the words "change for."
5 YEATS. *Container* clue. The word YES placed around ("coming round") the word AT, forms YEATS ("the poet").

DOWN

1 NASTY. *Charade* clue. NA ("sodium") written before (or "on" since this is a vertical word in the puzzle) STY ("pigpen") makes NASTY ("foul").
2 BALSA. *Reversal* clue. BALSA ("wood") is A SLAB spelled backwards. The reversal is indicated by "send up" (again because this is a vertical entry).
3 LINKS. *Second definition* clue. LINKS means both "joins" and "a golf course."

Crossword à l'Anglaise (Page 25)

ACROSS

1 Minimum (mini + mum)
5 Chassis (Chas. + sis)
9 Toped (depot)
10 Overheard (overhead + r)
11 Inequality (lay quiet in)
12 Flew
14 Trigger-happy
18 Laboratories (Labor + a + Tories)
21 Eats (seat)
22 Bush-league (bus + h + league)
25 Champagne
26 Annul (annual – a)
27 Totally (tot + ally)
28 Sleight (this leg)

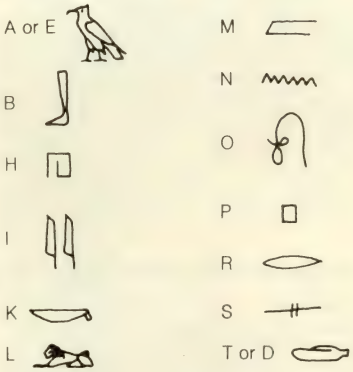
DOWN

1 Metric (soME TRICk)
2 Naples (planes)
3 Medium rare
4 Moonlight (Moon + light)
5 Cheat (headaCHE ATtack)
6 Ache (a + Che)
7 Scallops (P.S. locals)
8 Sideways (is swayed)
13 Cheesecake
15 Earphones (Earp + hones)
16 Alley cat (yet a call)
17 Abstract (a + B.S. + tract)
19 Eggnog (e.g. + gong)
20 Zealot (to laze)
23 Unify (fUN IF You)
24 Opal (O + Pal)

The Hieroglyphic Mystery (Page 26)

1. PTOLEMAIOS ("PTOLMIS")
2. BERENIKE ("BERNIKE")
3. AUTOKRATOR ("ATKRTR")
4. KLEOPATRA ("KLEOPTRA")
5. KAISAROS ("KISRS")
6. ALEKSANDROS ("ALKSNDRS")
7. HADRIANOS ("HDRANS")
8. PHILIPPOS ("PHILIPOS")

Partial Hieroglyphic Alphabet



Mum's the Word (Page 27)

A	S	H	E		S	W	A	B	S		H	E	S	A
C	H	A	N		H	A	G	U	E		O	D	O	R
H	O	L	D	S	O	N	E	S	T	O	N	G	U	E
E	W	E		O	V	E	R		S	N	E	E	R	S
			C	U	E	S			F	E	S			
S	C	R	O	L	L		P	U	R	I	T	A	N	S
A	R	A	B			C	A	G	E	D		L	E	I
N	O	T	B	R	E	A	T	H	E	A	W	O	R	D
D	O	T		A	N	N	E	S			R	O	V	E
S	K	Y	D	I	V	E	R		C	H	A	F	E	S
			E	L	I			P	O	O	P			
T	R	A	C	E	R		M	A	M	A		H	A	T
S	A	V	E	D	O	N	E	S	B	R	E	A	T	H
A	T	E	N		N	O	R	T	E		S	H	O	E
R	E	S	T		S	T	E	E	D		S	A	M	E

Red Hot (Page 27)

1. Red tape
2. International Red Cross
3. Red herring
4. Red Grange
5. Little Red Riding Hood
6. Cincinnati Red Stockings
7. Red Sea
8. "The Masque of the Red Death"
9. Red Barber
10. "The Red-Headed League"
11. Redwood
12. See red
13. Helen Reddy
14. *Redbook*
15. "Red sky at morning . . ."
16. *The Red Shoes*
17. Red Square
18. Red-blooded
19. Redcap
20. "Rudolph the Red-Nosed Reindeer"

Who's Who (Page 34)

1. Jane Fonda
2. Sophia Loren
3. Yul Brynner
4. Walter Matthau
5. George Segal
6. John Wayne
7. Karl Malden
8. Lee Marvin
9. Omar Sharif
10. Maggie Smith
11. Marlon Brando
12. Burt Reynolds
13. Warren Beatty
14. Peter Ustinov
15. Ali MacGraw
16. William Holden

Number Cross (Page 29)

8	9	8	3	
7	2	9	4	2
6	1	7	3	4
5		2	1	6
4	9	7	9	8

Dszquphsbnt! (Page 30)

1. GARDEN SPLENDOR Nature is an original artist. That's why she doesn't copy the pictures on those seed packets.
2. THE FIFTH ESTATE "Meet the Press" is our longest-running national television series. It has been on the air for over thirty years.
3. POLLUTION The meek will inherit the earth—when the rest have gone off to the moon in quest of an unpolluted atmosphere. Sydney Harris.
4. THE PERFECT EMPLOYEE The closest to perfection any of us ever come is when we fill out one of those forms applying for a new job.
5. CRAWL UNDER THE BED If you squinch your eyes and quake any time there is a storm, you have keraunophobia—fear of thunder.
6. DO IT NOW From Cervantes, caution against procrastination: "By the street of by-and-by one arrives at the house of never."
7. NIX ON THOSE PIX There is no one more popular than the returning vacationist who lost his camera at the beginning of his trip.
8. BODY OF WATER The largest lake in England, the Windermere, is smaller than many rivers in this country. It is ten miles long and one mile wide.

Who Gets What (Page 29)

		C	O	R	G	I		S	H	R	E	D	S	
	C	A	M	I	O	N		C	O	U	R	I	E	R
N	O	N	E	B	U	T	T	H	E	B	R	A	V	E
O	M	A	N		T	A	R	O		Y	E	M	E	N
D	E	S		A	S	C	O	O	L		D	O	R	A
S	I	T	A	R		T	U	N	E	D		N	A	M
	N	A	R	E	S		B	E	F	U	D	D	L	E
			U	N	C	H	A	R	T	E	D			
N	E	C	T	A	R	E	D		S	L	A	S	H	
E	V	E		S	I	L	O	S		E	Y	E	O	N
V	E	L	A		P	L	U	M	E	D		A	M	I
A	R	E	C	A		B	R	I	T		A	B	E	T
D	E	S	E	R	V	E	S	T	H	E	F	A	I	R
A	S	T	R	A	I	N		H	A	R	A	S	S	
	T	A	B	L	E	T		S	N	A	R	E		

Riddle, Riddle (Page 35)

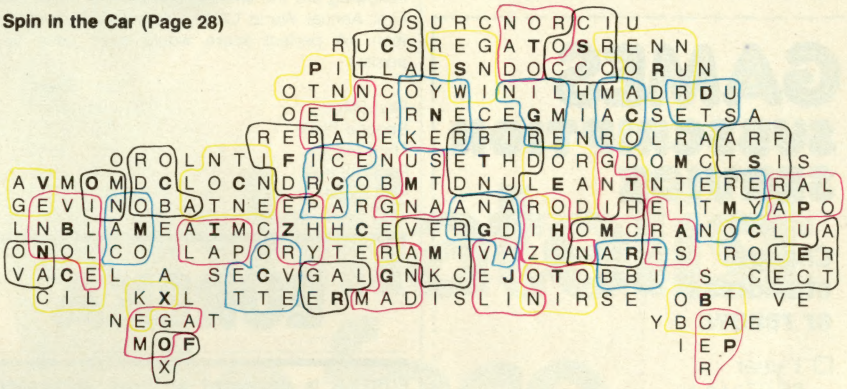
E	T	N	A	S		A	N	T	I		A	D	I	T	S		D	A	D	O	
S	W	O	R	E		S	O	O	T		M	A	D	R	E		A	G	E	R	
T	O	T	I	E		I	T	W	A	S	O	N	L	Y	A	B	L	U	F	F	
H	A	H	S		S	A	I	L	O	R		E	S	T	I	M	A	T	E		
	N	E	E	D	S			T	I	B	I	A		T	O	G	A				
I	D	Y		A	R	M	S		A	I	S	L	E			A	T	O	R		
D	O	H		H	A	I	L	I	N	G	T	A	X	I	S		I	L	E	S	
O	N	A			S	U	R				E	R	E		A	D	M	I			
L	E	D		A	N	E	R	V	O	U	S	W	R	E	C	K		T	O	T	
	T	A	R	T	A	R	S		U	N	W	E	T			A	L	I	V	E	
D	O	N	E	I	N		A	S	I	A	N			G	R	I	M	E	S		
A	C	A	L	L		B	L	E	A	T		T	R	I	O	L	E	T			
N	A	P		T	O	F	I	L	L	T	H	E	B	I	L	L		S	H	E	
A	R	P	S		O	E	R					W	A	N				O	E	S	
E	R	L	E		H	E	R	N	E	W	J	E	R	S	E	Y		F	T	S	
	Y	E	A	R		S	E	C	H	E		S	E	E	M		C	O	E		
		S	U	N	G		B	L	A	R	E			K	A	B	O	B			
A	C	C	I	D	E	N	T		I	T		I	S	A	N			Y	U	A	N
W	O	O	D	Y	W	O	O	D	P	I	C	K	L	E		F	A	R	C	E	
O	N	M	E		E	M	M	A	S		H	E	E	L		C	I	S	C	O	
L	E	E	R		L	E	A	S	E		O	R	E	L		C	R	E	O	N	

Double Cross (Page 36)

A. ATTRACTIVE
B. LAW AND ORDER
C. BRASSAGE
D. INFRACTION
E. NEGATED
F. KOWLOON
G. RATIO
H. EMISSARIES
I. BAHAMAS
J. SHIMMERY
K. NARRATED
L. OFFICIAL
M. TATTOO
N. EDUCATED
O. SHOWDOWN
P. OPPORTUNE
Q. NASTINESS
R. PARAFFIN
S. EFFICIENT
T. OCCASION
U. PHOTOGRAPHER
V. LIKELIHOOD
W. EMPLOYMENT

Two of the four gunmen who robbed patrons at a casino near Nice, France, made a show of political impartiality. One wore a mask of President Valery Giscard d'Estaing and the other a mask of François Mitterand, the opposition socialist leader.
—Albin Krebs, "Notes on People" (from the *New York Times*)

A Spin in the Car (Page 28)



The Real Miss McCoy (Pages 32, 33)

Number 15 is the real McCoy. Numbers 1, 9, 13, 16 (quadruplets) have fewer lines on their collars. Numbers 2, 6, 14 (triplets) have less ruffle on their shoulders. Numbers 4, 8, 17 (triplets) have smaller hair buns. Numbers 3, 10 (twins) have hooked noses. Numbers 5, 7 (twins) have different collars. Numbers 11, 12 (twins) have earrings.

Cross-Anagram (Page 31)

B	U	S	T	L	E
R	A	S	P	E	D
T	I	N	S	E	L
S	T	R	A	I	T
A	S	C	E	N	T
S	E	R	B	I	A

S	U	B	L	E	T
S	P	R	E	A	D
E	N	L	I	S	T
A	R	T	I	S	T
E	N	A	C	T	S
R	A	B	I	E	S

RightAngles (Page 37)

#1—T-Square

T	A	L	B	A	T	S
H	T	E	E	T	W	A
E	I	T	A	H	A	P
R	B	O	T	C	P	B
E	A	O	R	T	I	A
M	H	C	I	I	T	S
A	D	E	N	G	O	T

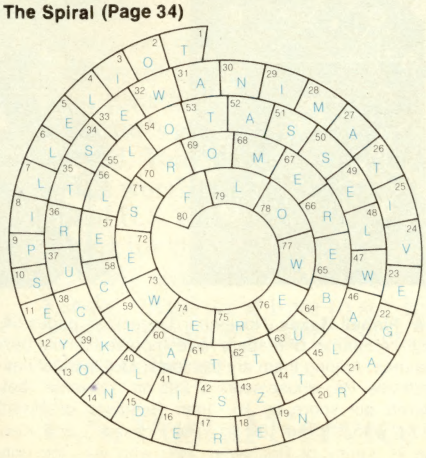
#2—Sing-Along

S	T	A	N	D	I	N
O	H	B	A	L	A	G
L	E	H	S	E	R	O
D	R	A	I	N	G	N
I	E	R	E	A	R	T
O	N	E	T	H	A	H
R	E	N	R	O	C	E

Droodles (Page 59)

1. An elephant hang-gliding
2. A fat man doing a handstand
3. The bottom view of a diving board before a dive
4. Nun listening to hi-fi
5. Converted rice
6. Partial eclipse of a sesame seed bun
7. Lincoln, voting

The Spiral (Page 34)



Misteaks (Page 39)

O	H	O		R	U	D	E	R		C	A	S	U	A	L		M	A	C		F	L	A	X
H	A	R	M	O	N	I	C	A		O	R	A	N	G	E		A	W	A		R	A	C	E
S	O	R	R	Y	W	R	O	N	G	N	U	M	B	E	R		C	O	N	G	E	S	T	S
A	L	I	S		A	T	N	O	O	N		P	A	S		V	A	L	I	A	N	T		
Y	E	S		A	N	Y		F	L	O	E		R	O	T	O	R		T	I	C	T	A	C
		B	O	T		F	A	T	E	D		F	A	G	O	T		H	I	D	E			
	P	L	A	N	E	T	S		N	E	R	O	S		T	U	N	I	S		M	M	E	S
P	R	E	C	E	D	E	N	T		S	Y	D	O	W		E	I	G	H	T	E	E	N	S
T	O	N	K		L	A	U	D		D	U	R	O			H	A	W	N					
O	P	T	I	C	A	L		B	O	T	H		L	O	V	E		T	H	E	C	A	L	L
	S	O	N	O	F		A	N	W	A	R		N	E	T	H		S	E	A	B	E	E	
		G	L	E	A	M		T	O	T	O		G	R	U	E	L		N	O	U	N		
W	H	A	T	S	W	R	O	N	G	W	I	T	H	T	H	I	S	P	I	C	T	U	R	E
H	I	G	H		T	O	A	I	R		H	A	R	E		A	S	T	A	B				
O	T	H	E	R	S		R	I	V	O		S	T	E	A	L		C	R	E	A	M		
S	E	A	W	E	E	D		L	E	N	D		H	E	R	O		S	H	O	W	N	U	P
		R	E	A	R		A	G	E	D		D	U	L	L		R	O	S	H				
B	L	O	O	D	T	E	S	T		S	A	Y	S	O		D	I	A	G	N	O	S	E	D
L	U	N	N		S	A	P	I	D		L	E	A	V	E		S	T	A	I	N	E	D	
O	L	E	G		M	I	M	I	C		S	W	E	L	L		T	N	G					
B	U	S	H	E	S		N	E	X	U	S		A	R	E	A		C	H	A		B	A	H
	H	O	S	T	E	S	S		A	H	A		A	N	D	A	L	E		H	O	B	O	
S	H	O	R	T	E	S	T		W	R	O	N	G	W	A	Y	C	O	R	R	I	G	A	N
P	O	M	S		A	T	E		E	T	U	D	I	E		I	N	N	E	R	T	U	B	E
A	G	E	E		M	A	S		T	O	T	A	L	S		S	E	E	D	S		S	S	Y

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Are You Sure You Want to Try this Puzzle? (January/February, pages 38, 39)

S	T	I	P	E	■	K	A	I	R	A	■	D	A	E	T	■	R	A	S	■	D	A	Z	A
C	A	N	A	L	■	I	G	N	E	S	■	E	T	R	E	■	A	L	T	R	I	C	E	S
A	I	O	L	I	■	B	L	A	N	D	A	M	O	U	R	■	L	L	A	N	V	I	R	N
F	R	U	E	H	■	O	E	O	■	I	R	I	N	A	■	B	L	E	U	S	■	N	O	Y
F	A	E	R	O	E	S	E	■	G	N	O	S	Y	■	U	A	Y	E	B	■	C	A	C	K
■	■	■	E	S	H	■	C	U	G	A	T	■	S	P	I	E	S	■	D	O	C	■	■	■
E	Q	U	I	N	E	■	M	O	L	■	B	E	R	A	U	N	■	■	A	X	S	E	E	D
T	U	M	B	A	K	■	O	O	A	A	■	R	U	P	P	■	A	U	X	I	M	O	N	E
T	I	B	N	I	■	O	N	E	G	I	N	■	S	H	A	S	T	R	I	■	O	U	E	D
Y	N	E	■	E	R	T	E	■	T	O	U	■	I	E	M	I	T	S	U	■	S	Z	E	■
■	■	■	C	S	A	R	D	A	S	■	K	N	P	■	E	P	A	■	A	E	N	I	■	■
U	C	A	L	E	G	O	N	■	T	E	E	U	P	■	O	Z	O	■	S	I	V	A	S	H
K	O	S	O	S	■	G	E	B	A	N	G	■	E	X	P	E	D	E	■	P	A	L	E	A
U	I	T	O	T	O	■	S	O	M	■	O	A	T	E	S	■	O	N	I	O	N	F	L	Y
■	■	■	D	I	O	N	■	U	B	I	■	E	A	N	■	D	V	A	N	D	V	A	■	■
O	P	T	■	I	L	I	S	S	U	S	■	C	U	I	■	H	A	M	I	■	■	Y	A	T
D	O	A	K	■	F	L	E	E	R	E	R	■	D	A	R	I	C	S	■	L	A	Y	I	A
R	I	C	A	S	O	L	I	■	I	B	A	C	■	L	O	K	A	■	S	A	T	U	R	A
A	L	F	A	R	O	■	■	S	T	A	N	T	E	■	R	R	R	■	K	U	M	M	E	L
■	■	A	W	A	■	C	R	A	Z	Y	■	E	L	V	I	S	■	E	I	R	■	■	■	■
A	T	R	I	■	E	R	U	C	A	■	I	N	D	I	C	■	A	G	R	A	U	L	O	S
U	R	I	■	I	N	I	G	O	■	X	T	I	A	N	■	B	L	E	■	O	R	O	K	E
S	U	N	O	M	O	N	O	■	M	A	N	D	R	A	G	O	L	A	■	D	E	C	A	D
T	R	A	G	U	L	U	S	■	V	L	E	I	■	Y	O	M	U	D	■	E	T	A	N	A
L	O	S	E	■	A	M	A	■	A	L	G	A	■	A	G	A	P	E	■	N	A	S	O	N

Following are the winning scores and prizes in the First Annual World Class Crossword Puzzle Marathon. (A perfect score would have been 5,200 points.)

	Prize	Score	%
First Place	$1,000	4585	88
Second Place	350	4265	82
Third Place	250	2870	55
Fourth Place	150	2830	54
Fifth Place	100	2710	52

EUREKA

EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Puzzle School** (November/December, page 44). Debbye Lancaster of Morgantown, NC, found that S could be substituted for C in "Multi-words," making the words DUSK and DUST instead of DUCK and DUCT. Both Barbara Nichols of Lake Zurich, IL, and Phyllis Dantowitz of Downsview, Ont., found a different solution to "Match-ups," replacing NER/VES, CUR/SES, and MAN/SION with MAN/NER, SES/SION, and CUR/VES. And Steve Larson of Eugene, OR, found three new ways of filling in the 3 x 3 grid in "One-timers" with the letters given, shown below.

G	I	T
A	C	E
P	E	N

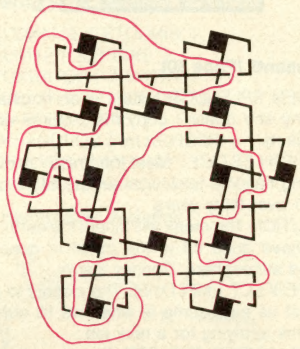
P	I	G
A	C	E
N	E	T

N	I	P
A	C	E
G	E	T

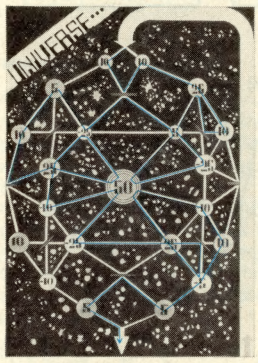
★ **Snail's Pace Contest Results** (November/December, page 62). Kyle Corbin of Raleigh, NC, has come up with a belated entry that would have won our Snail's Pace Contest had it been submitted in time. The challenge was to take a word, drop one or more letters from the beginning and add one or more to the end to produce a different word, and then to repeat this process until a string of twenty letters had been formed. The total number of letters in all words thus formed were added together to determine a contestant's score. Here is Corbin's entry, worth one point more than the contest winner's (ATESTE is found in *Webster's Third* under ATESTINE):

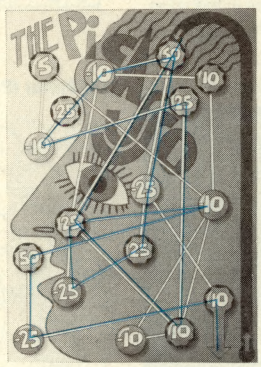
```
RELATESTEROLLAMASSET
RELATE                6
 ELATES               6
  LATEST              6
   ATESTE             6
    TESTER            6
     ESTERO           6
      STEROL          6
          ROLL        4
           OLLA       4
            LLAMA     5
             LAMAS    5
              AMASS   5
               MASSE  5
                ASSET 5
                      —
                     75
```

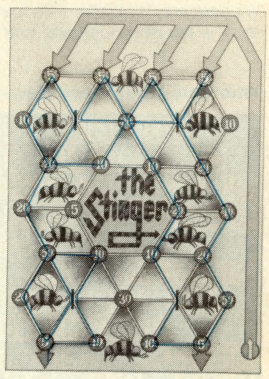
★ **Boxed In** (November/December, page 30). Nelson A. Cusher of Carmel, NY has found *six* alternative methods of drawing a line that begins and ends in the center of the figure, goes through each compartment once, and never crosses itself or any other line. Still another solution was found by Mitchell Sanders of St. Louis, MO, and it appears below.



★ **Old Swiss Mill** (July/August, page 56). David Blair of Mississauga, Ont., has found about 170 animals and faces hidden in the picture and has sent us two transparent overlays to show us all their locations. He admits, however, that "after staring at that thing long enough, one could probably find anything in it."







★ **Pinball Mazes** (November/December, pages 54, 55). A number of readers have improved on our best scores. Among them are Denton L. McCleary of Fayetteville, PA, whose score of 295 on "Universe" bettered our score by 15; John Randolph of Akron, OH, who scored 190 on "The Picasso"; and Kevin P. Kenny of Rochester, NY, who was the only reader to submit a score of 270 on The "Stinger," a great improvement over our 235. Their solutions are shown above. And Nelson A. Cusher of Carmel, NY, took up our suggestion of trying to come up with the *lowest* possible score for each maze, with the following results: Universe, −85; x5, −825; The Picasso, 35; and The Stinger, −105.

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